

10,000 Birthdays

Raven & Paul - Team 3

Final Board

Date: June 28 2013

1020-014

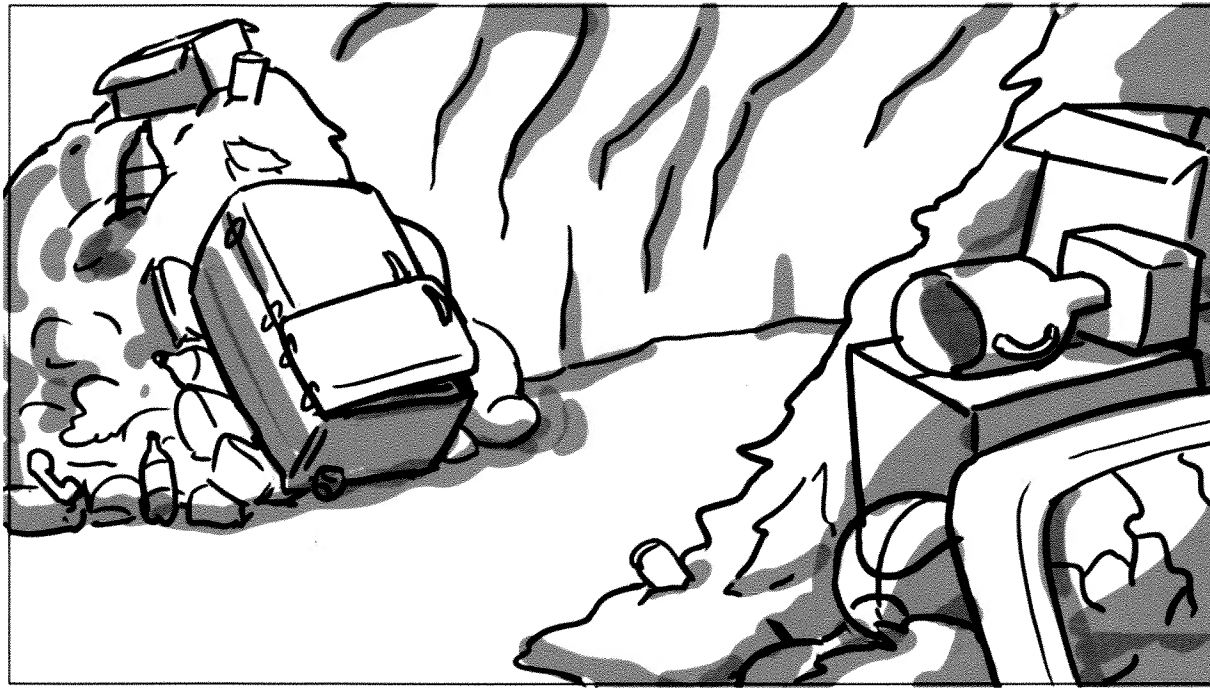
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Scene	Panel
1	1



Slugging
0.10

Scene	Panel
1	2 <i>CONT</i>



Dialogue
PEARL (os): HOW COULD YOU...

Action Notes
Steven walks IN between trash piles with a ruler, looking around and holding his nose.

Slugging
1.02

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Scene	Panel
	1 <i>CONT</i>
	3



Dialogue

PEARL (os): HOW COULD YOU...

Action Notes

Steven walks IN between trash piles with a ruler, looking around and holding his nose.

Slugging

Panel 3 + 4 = 1.05

Scene	Panel
	1 <i>CONT</i>
	4



Dialogue

PEARL: ...LIVE LIKE THIS?

Action Notes

Steven prods open the fridge door with the ruler.

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Scene	Panel
	1 <i>CONT</i>



Dialogue

AMETHYST: IT WAS FINE 'TIL YOU GUYS...

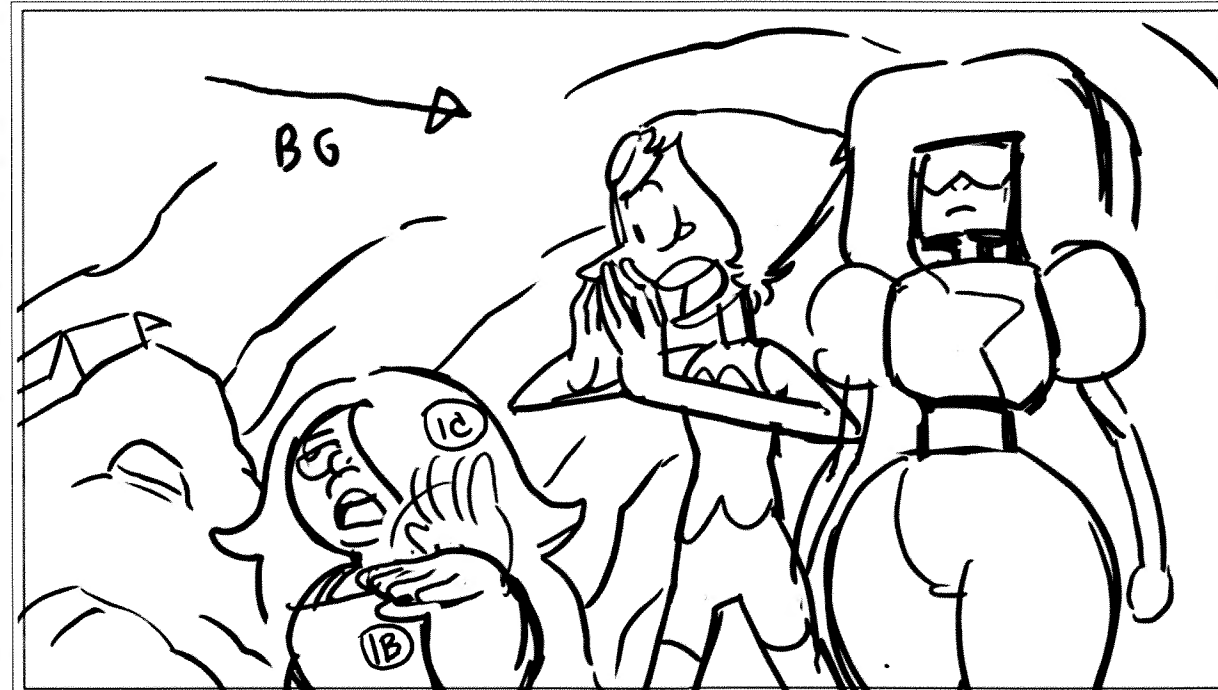
Action Notes

Pearl, Garnet and Amethyst walk IN from behind the trash pile.

Slugging

2.06

Scene	Panel
	2



Dialogue

AMETHYST: ...STARTED WHINING.

PEARL: WHINING?!!

Action Notes

Amethyst flicks her hand at Pearl dismissively.

BG moves from screen left to right.

Amethyst, Pearl and Garnet are walking.

Slugging

3.09

Notes

H.U PEARL and AMETHYST to previous



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Scene	Panel
3	1



Dialogue
PEARL (os): THE...

Slugging
0.07

Scene	Panel
3	2



Dialogue
PEARL (os): ...WHOLE ...

Slugging
0.08

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Scene	Panel
	3 <i>CONT</i>

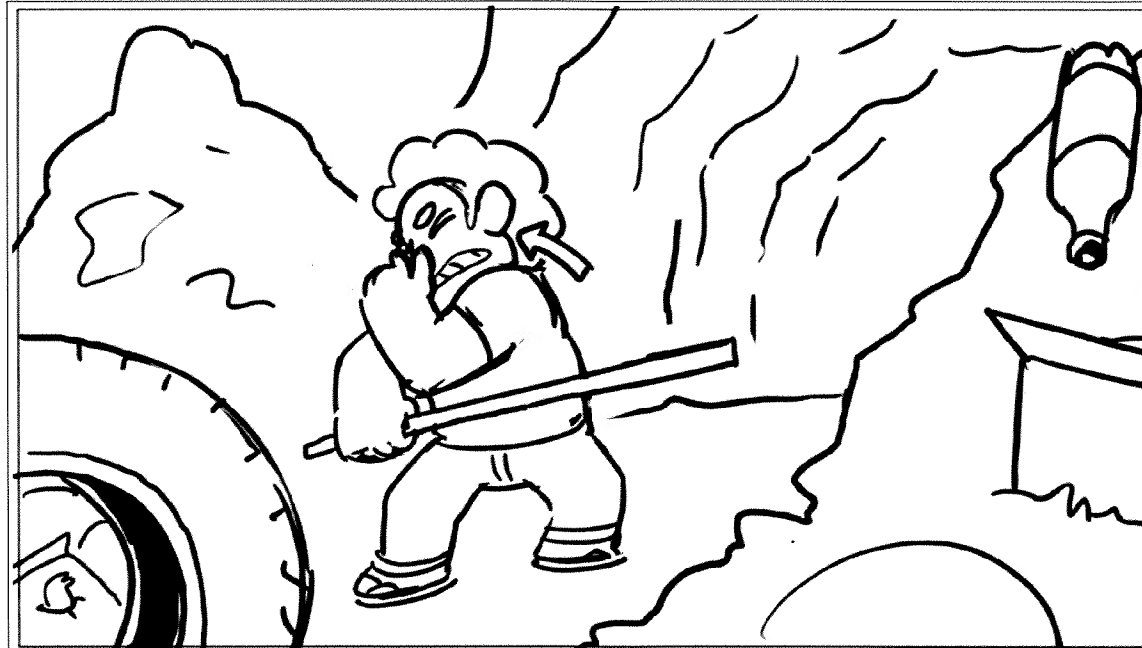


Dialogue
PEARL (os): ...TEMPLE...

Action Notes
Steven notices something.

Slugging
0.10

Scene	Panel
	3 <i>CONT</i>



Dialogue
PEARL (os): ...REEKS!

Action Notes
Steven reacts to a terrible smell.

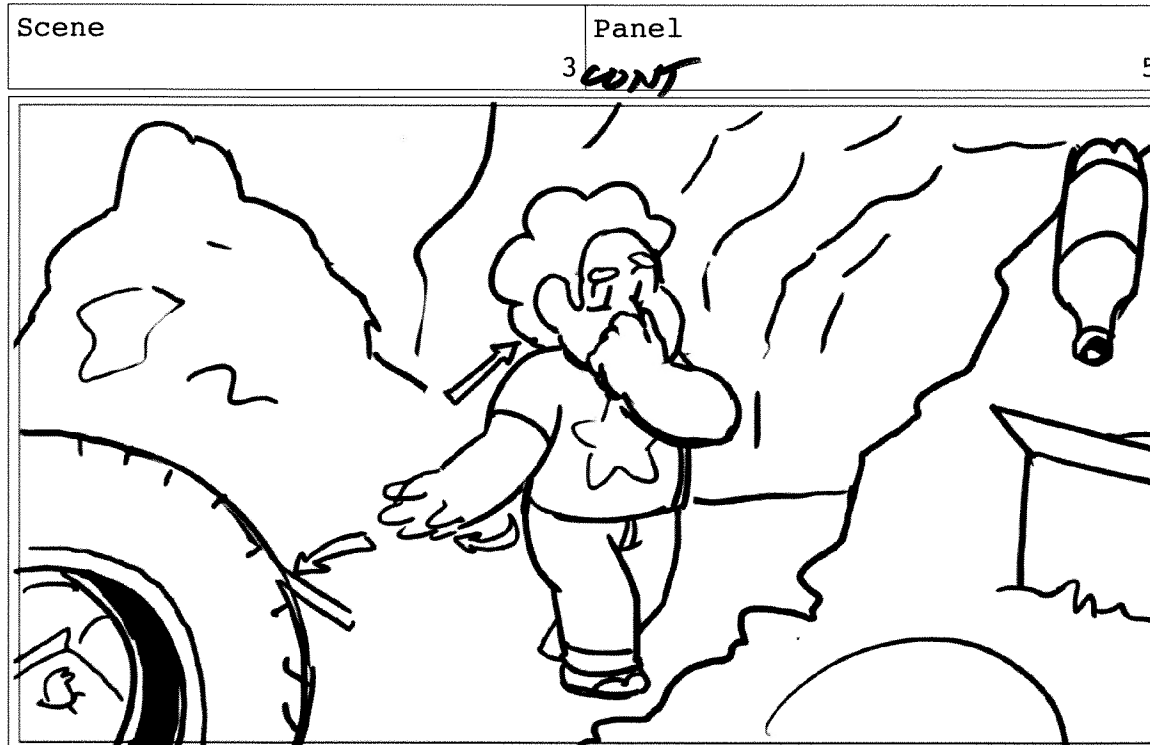
Slugging
0.12

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Action Notes
Steven tosses the ruler to the side - walks forward towards the bad smell.

Slugging
0.08



Action Notes
Steven roots around in the trash pile.

Slugging
0.08

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Scene	Panel
3	CONT
7	



Dialogue

STEVEN: I Fooooound it!!

Action Notes

Pearl + Amethyst walk IN.

Slugging

2.07

Scene	Panel
4	
1	



Dialogue

PEARL: WHAT MANNER OF MAGICAL ALLOY...

Action Notes

Pearl gasps.

Slugging

Panels 1 + 2 = 2.09

Notes

H.U. S.P. to previous scene when Pearl walks in.

* STATIONARY WALK CYCLE. JUL - 9 2013

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Scene 4 Panel 2

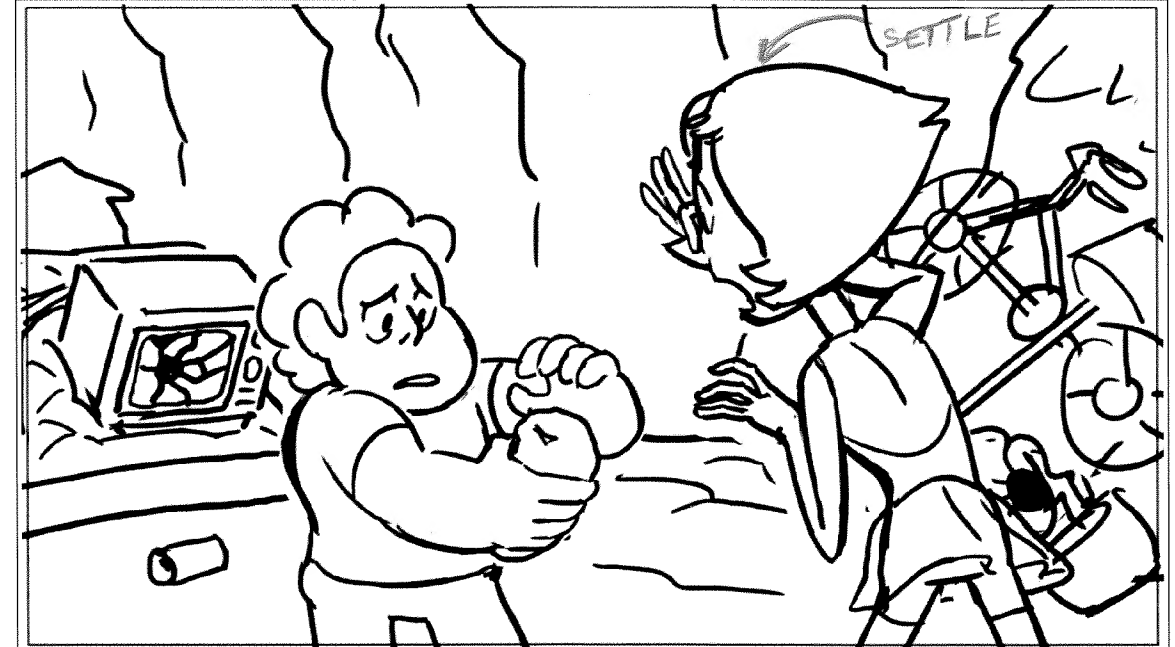


Dialogue
PEARL: WHAT MANNER OF MAGICAL ALLOY...

Action Notes
Pearl gasps.

Notes
H.U. S.P. to previous scene when Pearl walks in.

Scene 5 Panel 1



Dialogue
PEARL: ...IS THIS?

Slugging
Panels 1 + 2 = 1.04

Notes
H.U. Pearl to previous scene. She steps forward.

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Action Notes

Steven picks open the tinfoil wrapper.



Action Notes

A green cloud starts to comes out.

Slugging

0.04

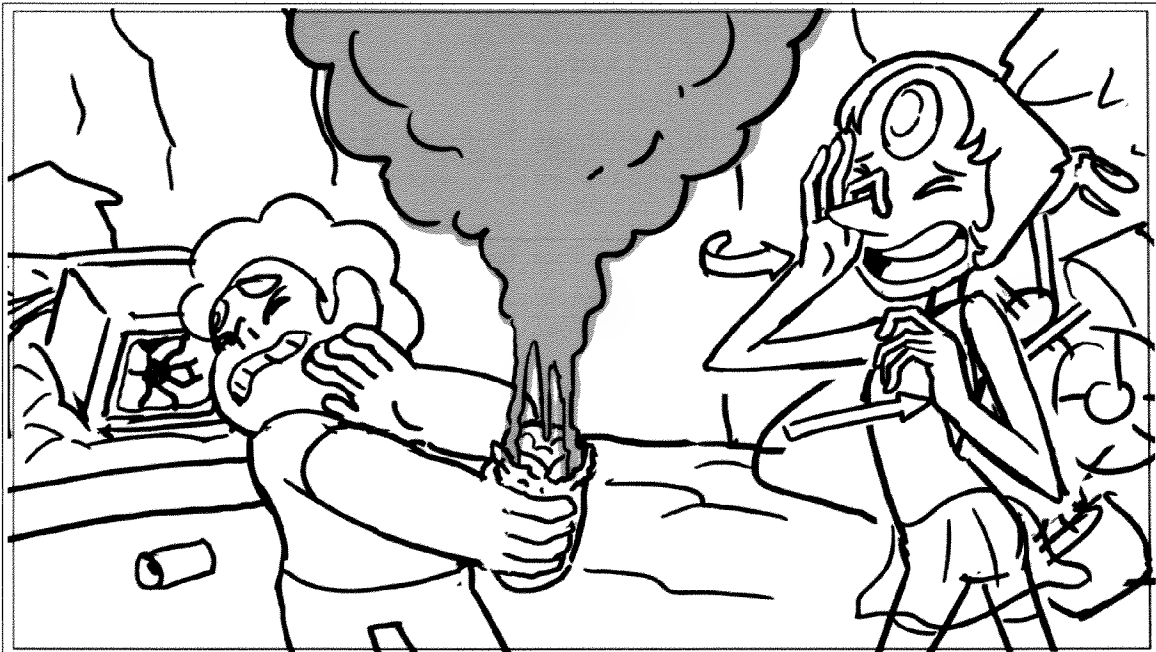
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Scene	Panel
5	cont 4



Action Notes

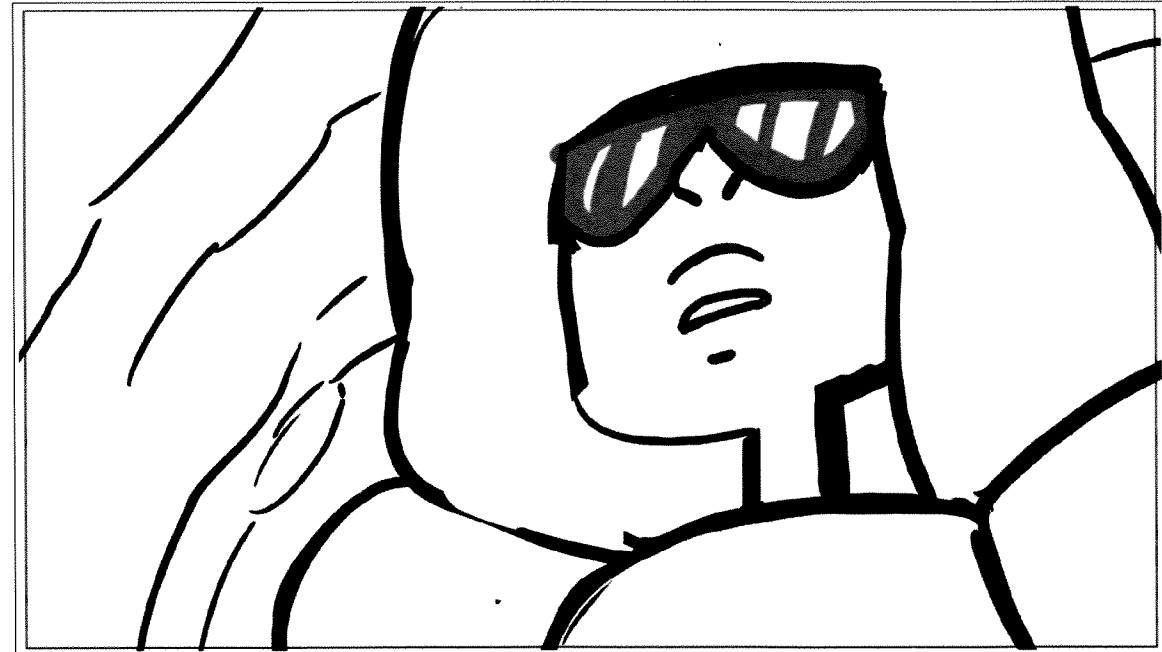
A green cloud comes out.

Pearl and Steven react.

Slugging

1.08

Scene	Panel
6	1



Dialogue

GARNET: IT'S A BURRITO.

Slugging

2.06

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Scene	Panel
7	1



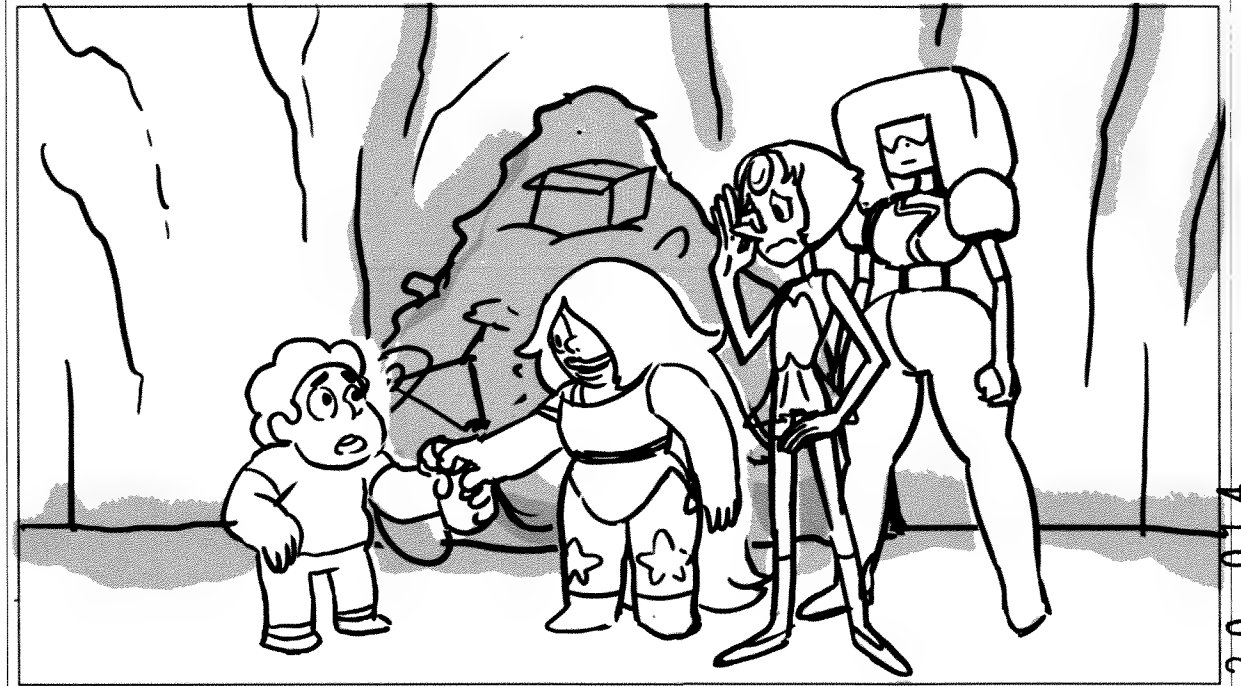
Dialogue

AMETHYST: IT'S THE...

Slugging

0.09

Scene	Panel
7	CONT



Dialogue

AMETHYST: IT'S THE...

Slugging

Panels 2 + 3 = 1.10

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Scene	Panel
	7 <i>CONT</i>



Dialogue

AMETHYST: ...TUNA BURRITO FROM...

Action Notes

Amethyst takes the burrito from Steven and lifts it up to look at.

Scene	Panel
	8



Dialogue

AMETHYST: ...AQUA-MEXICAN!

Slugging

2.04

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Scene	Panel
9	1



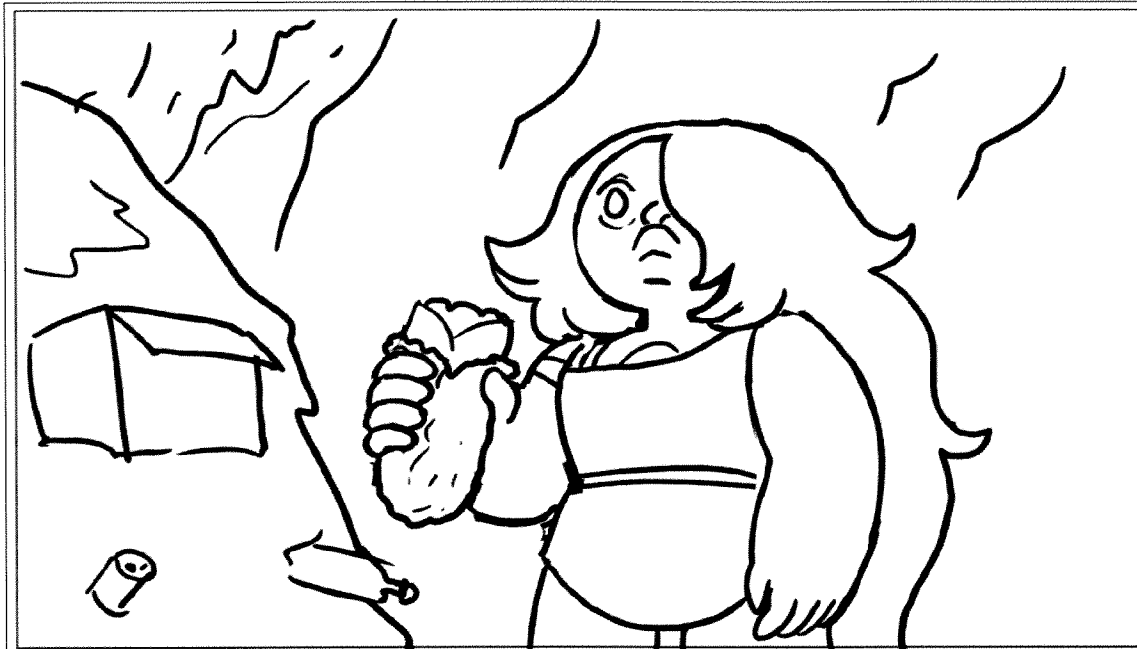
Dialogue

STEVEN: THAT PLACE CLOSED LIKE 5 YEARS AGO.

Slugging

3.12

Scene	Panel
10	1



Slugging

0.10

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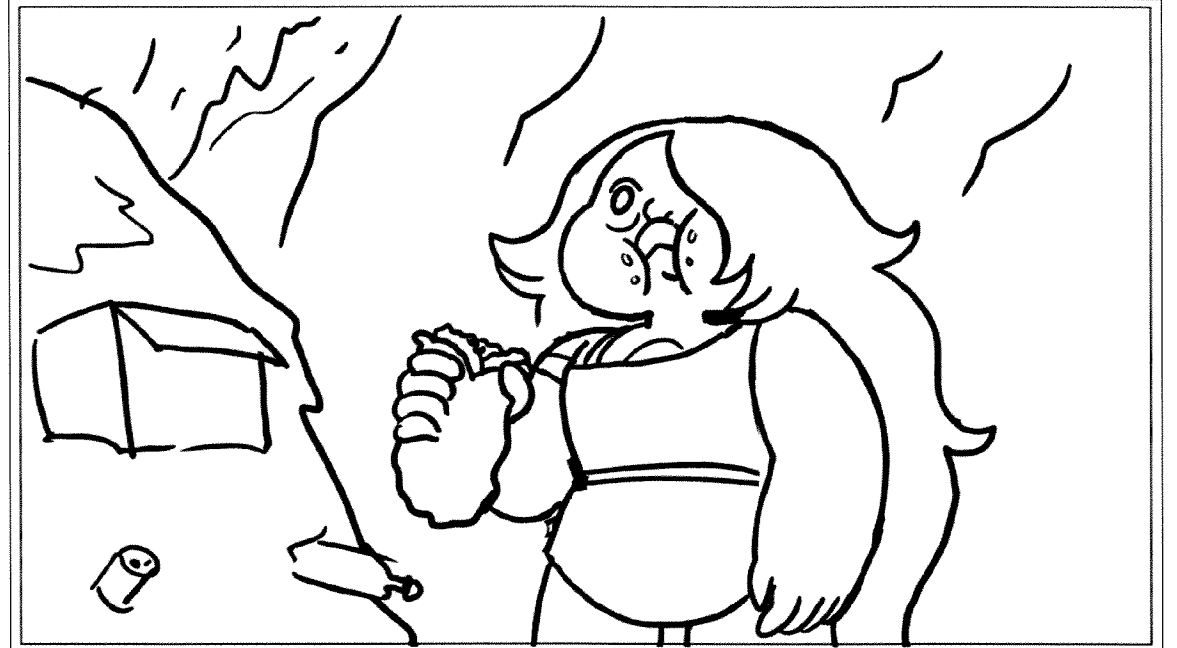
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Scene	Panel
10	<i>CONT</i>
	2



Slugging
0.09

Scene	Panel
10	<i>CONT</i>
	3



Slugging
1.08

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Scene	Panel
11	1



Dialogue

STEVEN: BLECHH...

Action Notes

Amethyst chewing.

Slugging

1.12

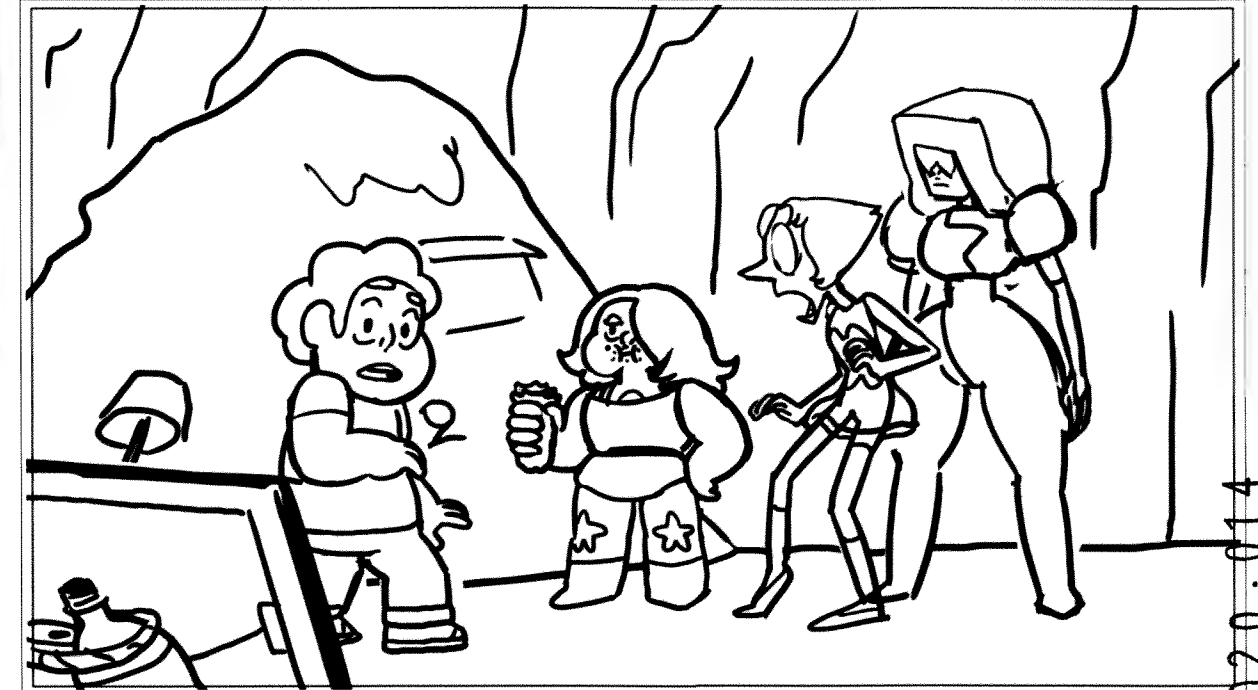
Notes

H.U. Amethyst to previous scene - arm by her side.
Need chewing cycle A-B pose?



Scene	Panel
11	2

CONT



Dialogue

STEVEN: ...huh?

Action Notes

Steven looks at object in the foreground.

Slugging

1.07

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Scene	Panel
	11 <i>cont</i>
	3



Dialogue

STEVEN: What's this?

Action Notes

Steven walks over to the painting in the foreground, Pearl's head turns slowly.

Amethyst and Garnet look at where Steven is.

Slugging

1.08

Scene	Panel
	12
	1



Dialogue

STEVEN: Whoaaaaa...

Action Notes

Painting of the gems, with colonial-era people.

Slugging

2.15

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Scene	Panel
13	1



Dialogue

STEVEN: It kinda looks like you guys and my mom.

Action Notes

Pearl and Garnet walk forward.

Slugging

3.08

Scene	Panel
13	2



Dialogue

PEARL: Oh Steven, that IS us!

STEVEN: Really?

Action Notes

Pearl opens her hands in preparation to pick up the painting.

Steven turns to look at the painting.

Slugging

4.15

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1020.014

Scene	Panel
13	CONT 3



Action Notes

Pearl bends forward to pickup the painting.

Steven turns to look at Pearl.

Slugging

0.04

Scene	Panel
14	1



Dialogue

GARNET: The hard part was getting the shark to pose.

Action Notes

match Pearl's action to previous scene - she is bending down OUT of frame to pick up the painting.

Slugging

4.03

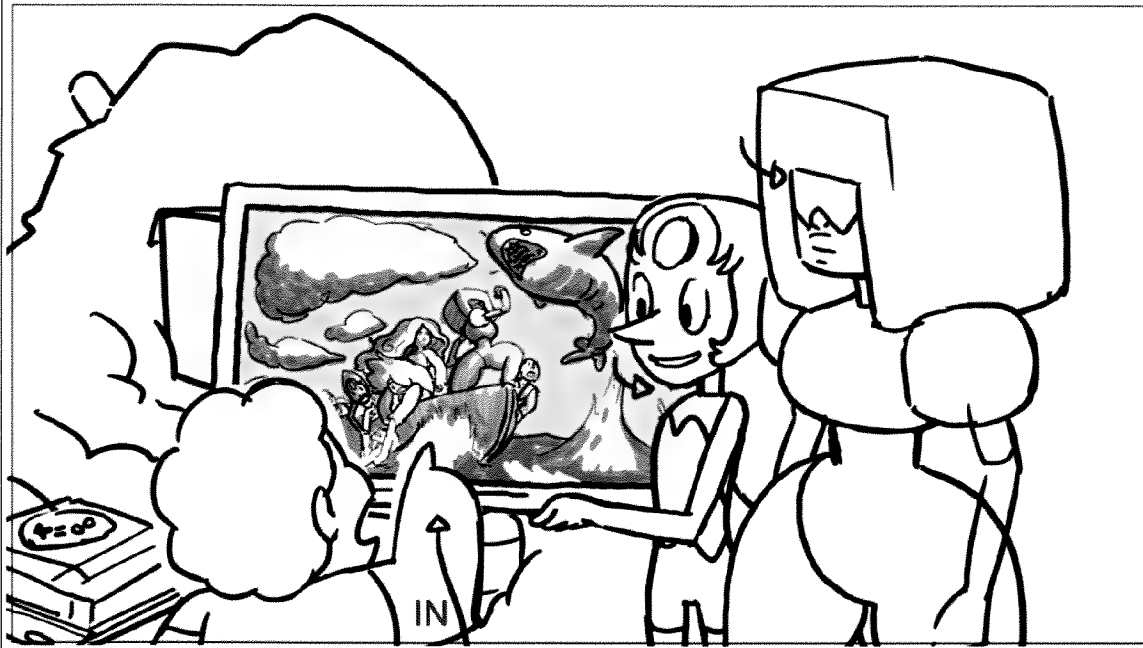
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Scene	Panel
15	1



Dialogue

STEVEN: Why's everyone dressed like old-timey people?

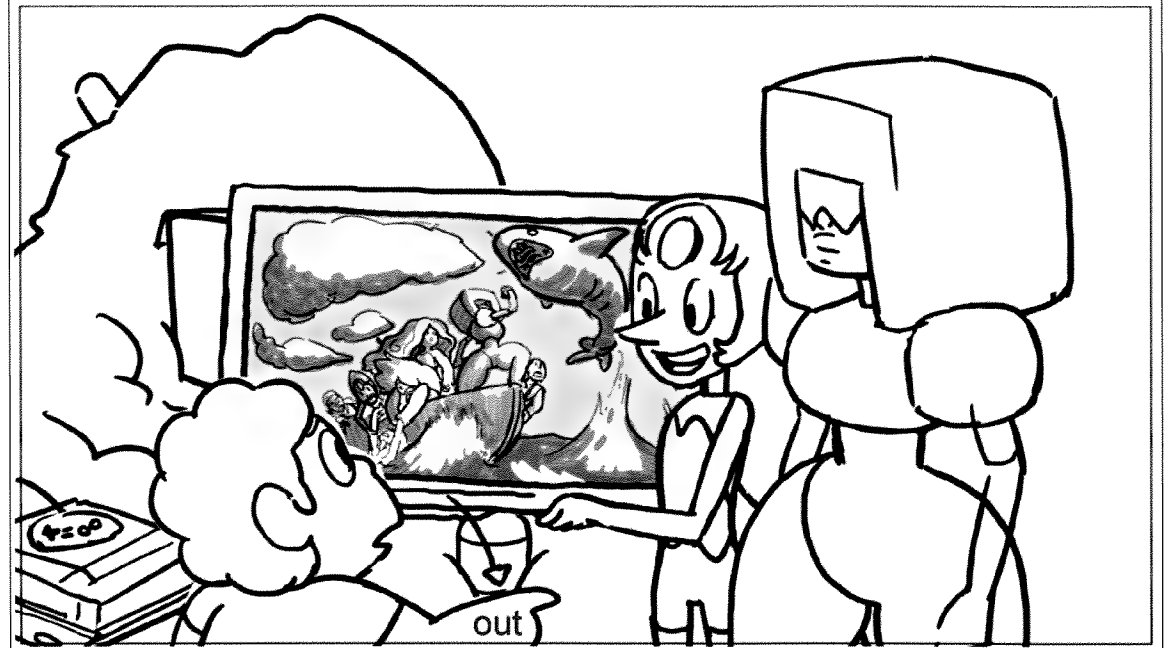
Action Notes

Steven raises his arm to point.
Pearl lifted the painting up and is holding it.
Pearl and Garnet turns her head to look at Steven.

Slugging

3.07

Scene	Panel
15	2

CONT

Dialogue

PEARL: Well, they ARE ...

Action Notes

Steven lowers his arm and turns to look at Pearl. Steven is surprised by what Pearl is saying.

Slugging

1.00

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Scene	Panel	
15	CONT	3



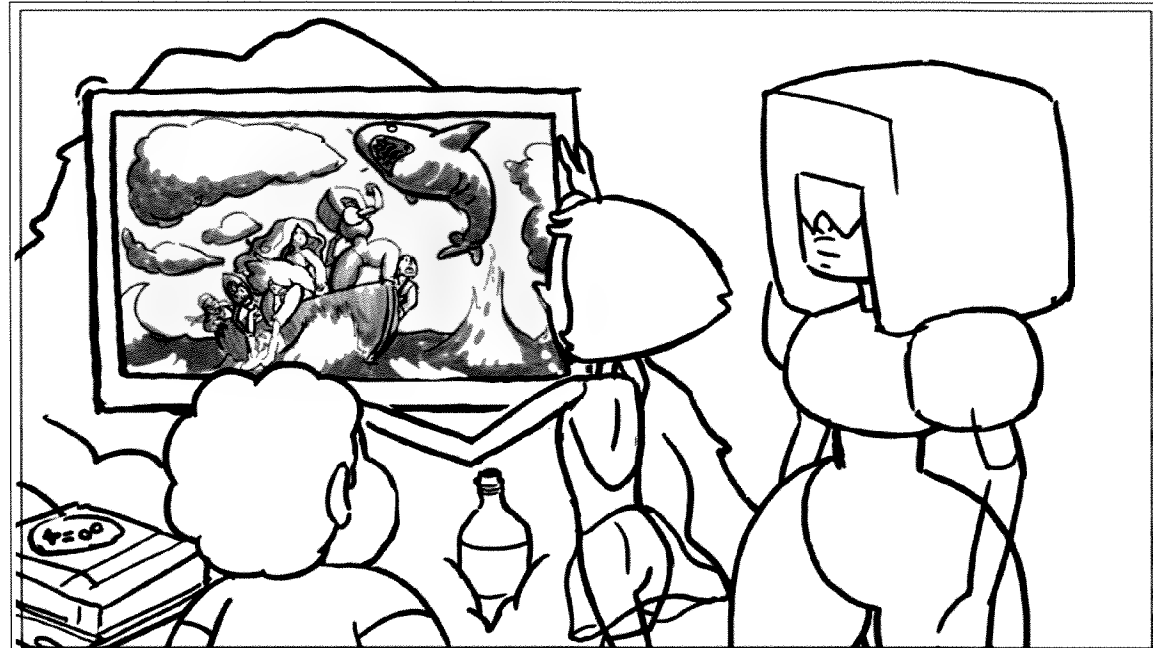
Dialogue

PEARL: ...old-timey people!

Slugging

1.02

Scene	Panel	
15	CONT	4



Action Notes

Pearl gingerly sets the painting on a piles of junk.

Slugging

0.06

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Scene	Panel
15	5



Action Notes

Pearl makes sure the painting is stable.

Slugging

0.10

Scene	Panel
16	1



Dialogue

STEVEN: W-wait,

Slugging

1.14

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Scene	Panel	
	16	2



Dialogue
STEVEN: but that would mean...

Slugging
2.01

Scene	Panel	
	16	3



Dialogue
STEVEN: ...how old are you guys?

Slugging
3.06

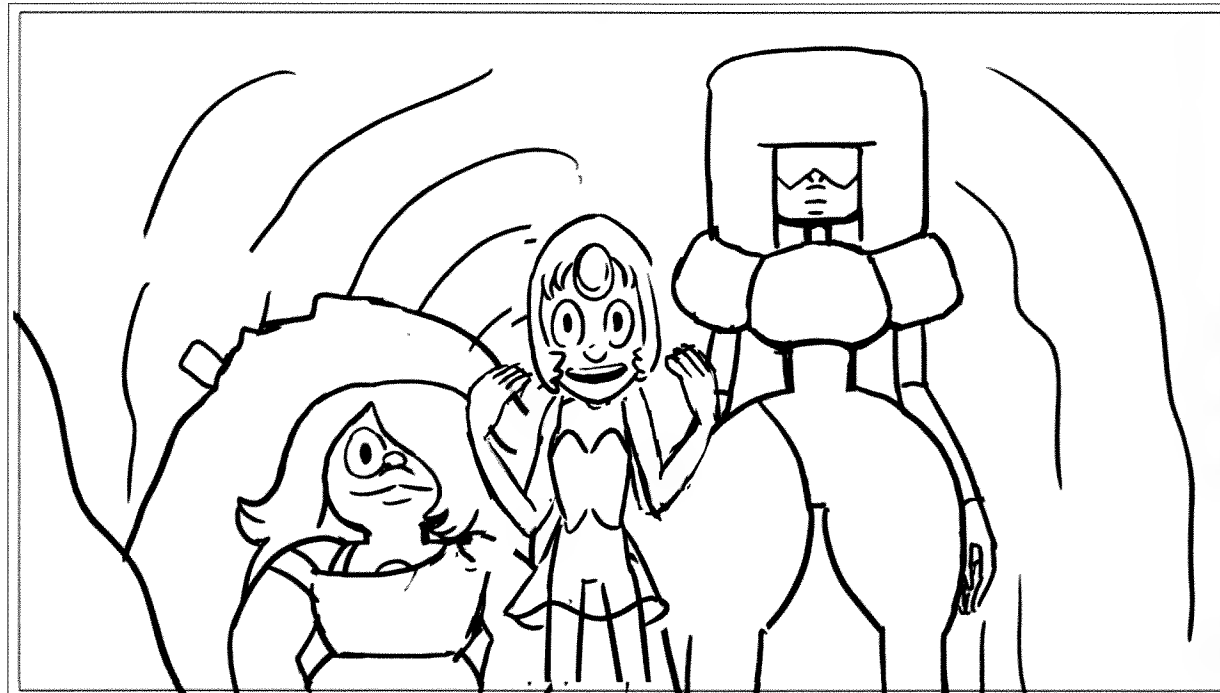
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Scene	Panel
17	1



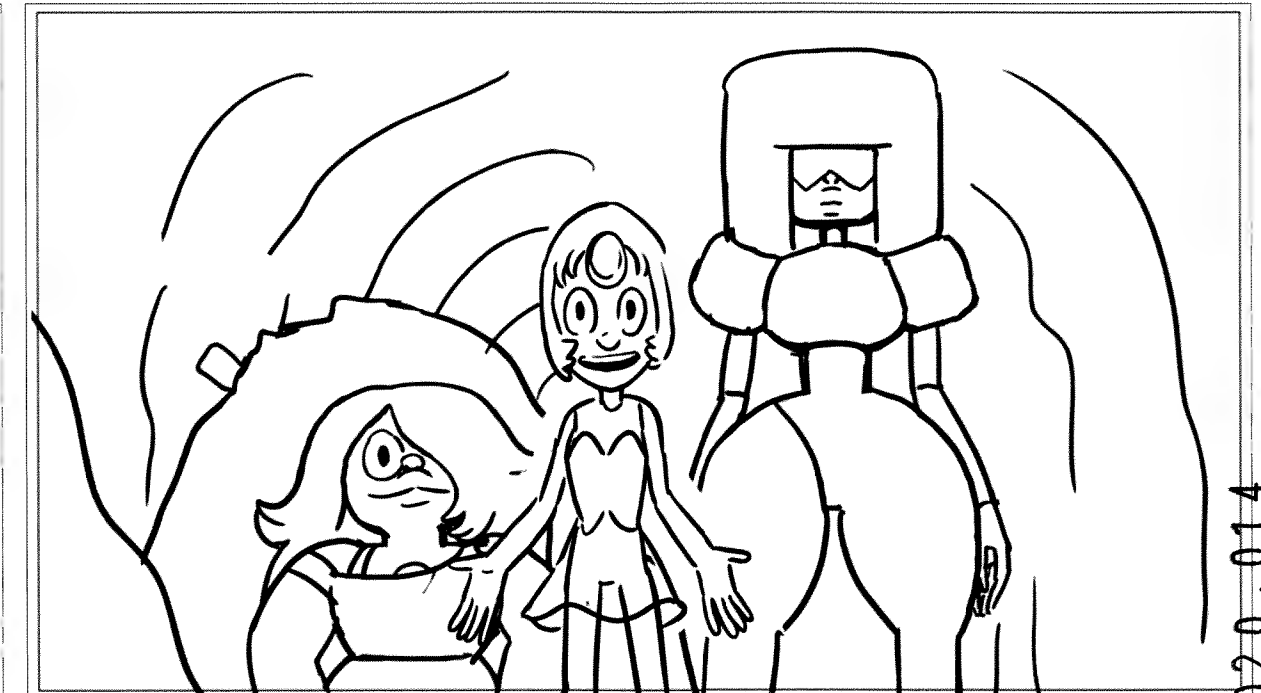
Dialogue

PEARL: *Much*

Slugging

Panels 1 to 3 = 3.08

Scene	Panel
17	2 <i>CONT</i>



Dialogue

PEARL: older

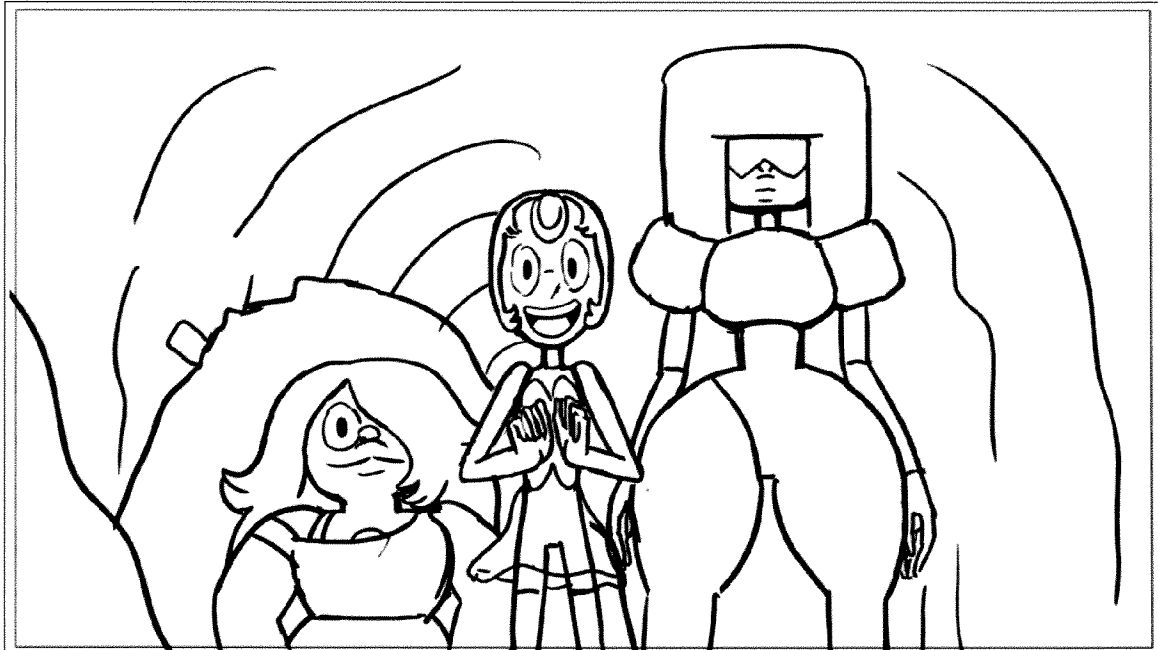
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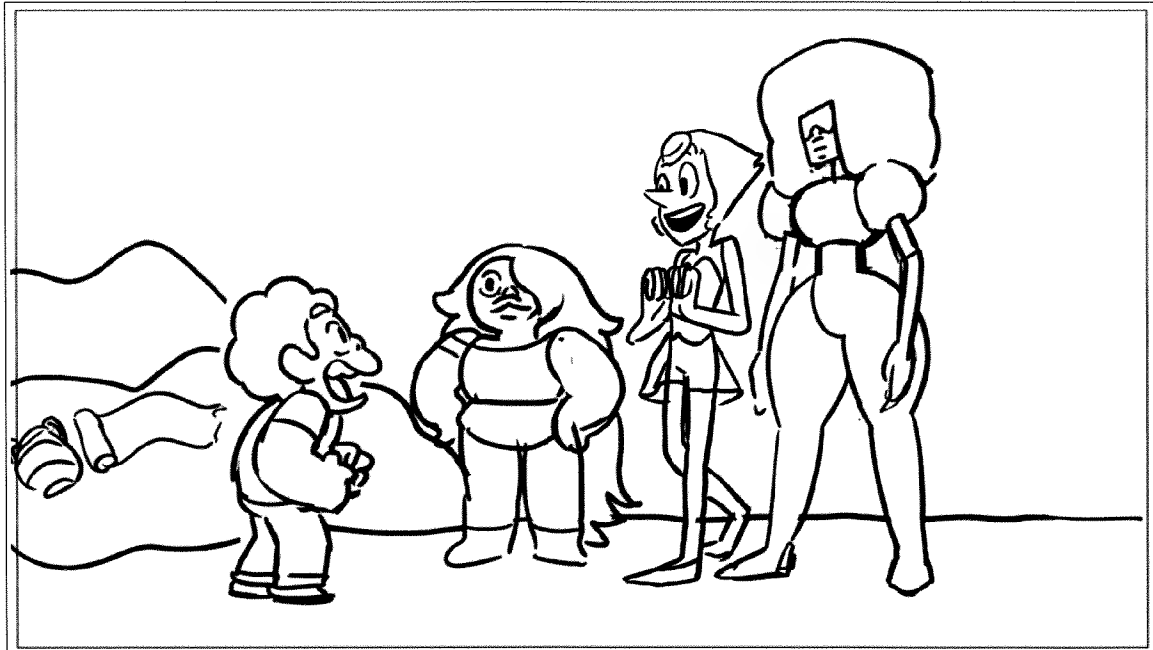
Scene	Panel
17	CONT
	3



Dialogue

PEARL: than any human!l

Scene	Panel
18	
	1



Slugging

Panels 1 + 2 = 2.09

Notes

H.U.

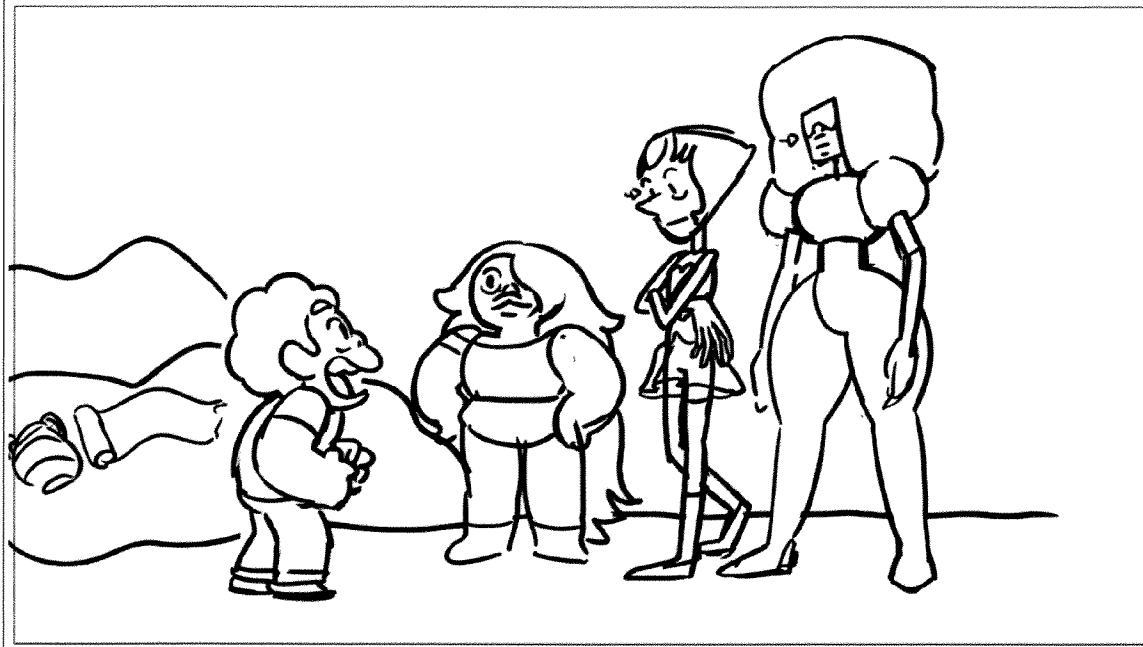
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Scene	Panel
18	2



Dialogue
STEVEN: Does that mean you'll live forever!?

Notes
H.U. S.P. Pearl to previous scene - her hands are together and both feet on the ground.

Scene	Panel
19	1



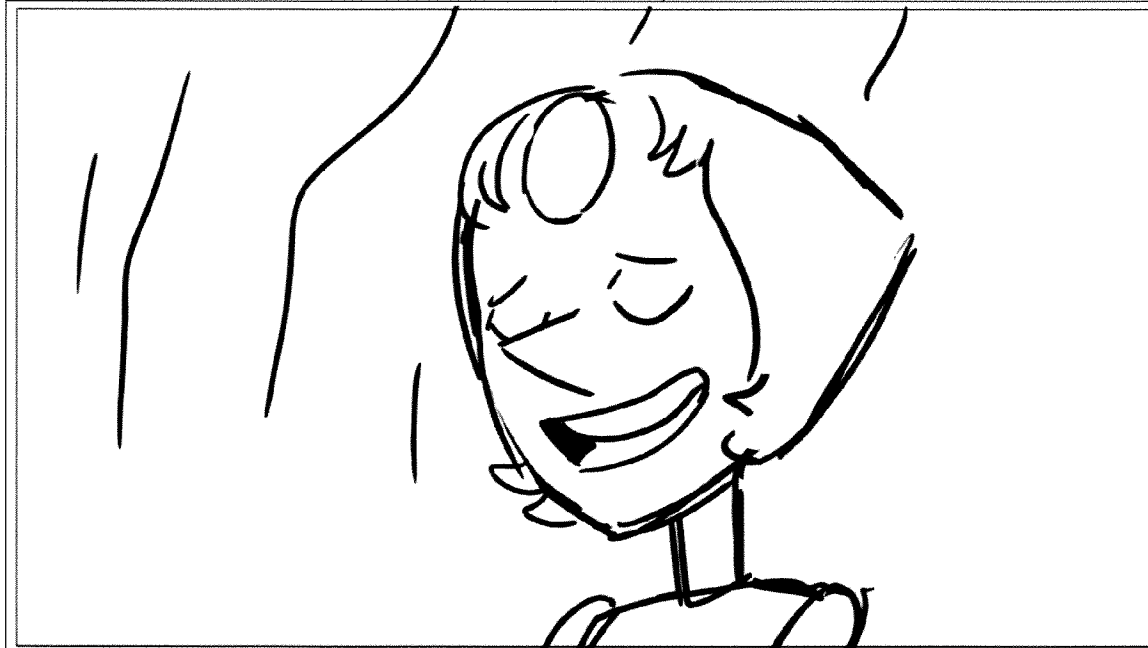
Dialogue
PEARL: No, no...

Slugging
Panels 1 + 2 = 1.14

Notes
H.U. Pearl to previous scene -SP- eyes open, mouth closed.

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Scene	Panel
19	cont



Dialogue
PEARL: No, no...

Notes
H.U. Pearl to previous scene -SP- eyes open, mouth closed.

Scene	Panel
19	cont



Dialogue
PEARL: We don't age-

Slugging
Panels 3 + 4 = 2.14

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Scene	Panel
19	4



Dialogue

PEARL: -but we can still get hurt...

Scene	Panel
20	1



Dialogue

PEARL (os): ...and die.

Slugging

1.06

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Scene	Panel
20	CONT 2



Action Notes
Steven reacts - looks very worried.

Slugging
1.02

Scene	Panel
20	CONT 3



Dialogue
AMETHYST (os): Uuuooooogghhhh...

Action Notes
Steven turns his head to look at Amethyst (os).

Slugging
0.13

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Scene	Panel
21	1



Dialogue
AMETHYST: uuuughhh.....

Slugging
2.09

Scene	Panel
21	2



Action Notes
Camera cut on Amethyst falling forward.

Slugging
0.13

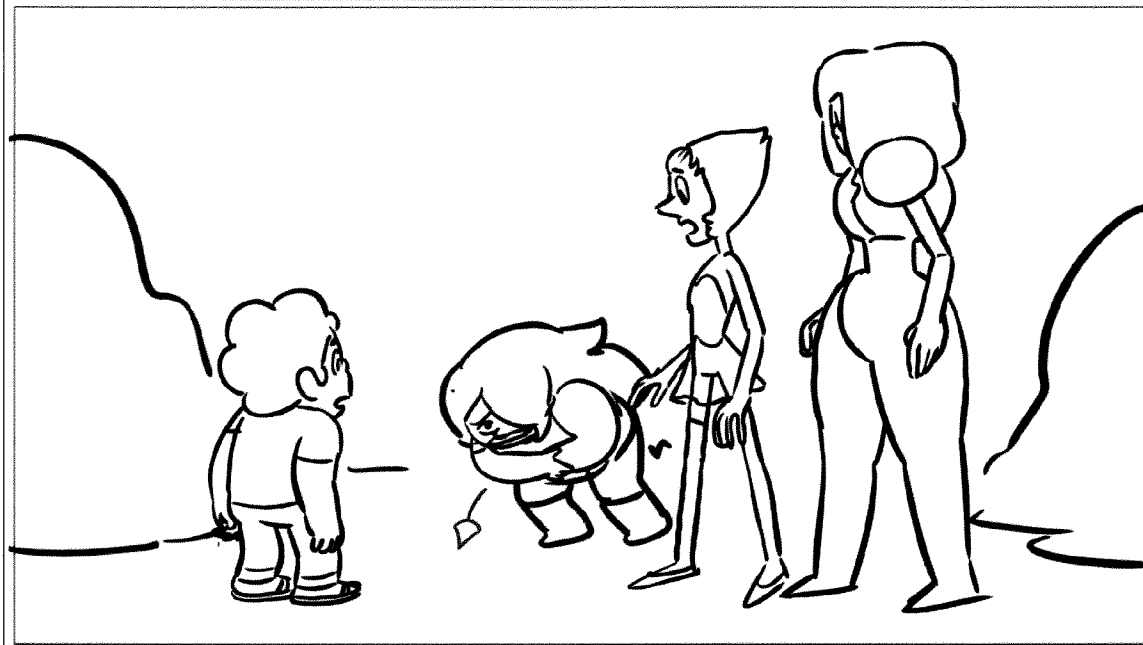
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Scene	Panel
22	1



Action Notes

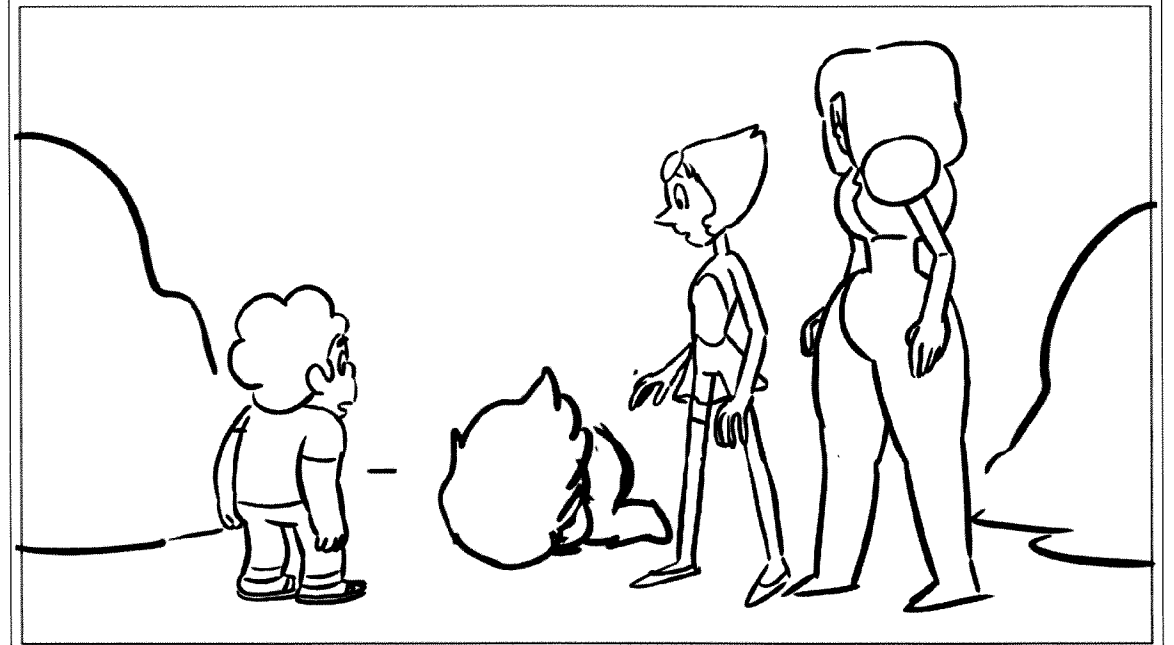
Match action of Amethyst falling down to previous scene.

Slugging

0.13

Scene	Panel
22	2

cont



Action Notes

Everyone's head follow Amethyst as she falls down.

Slugging

2.05

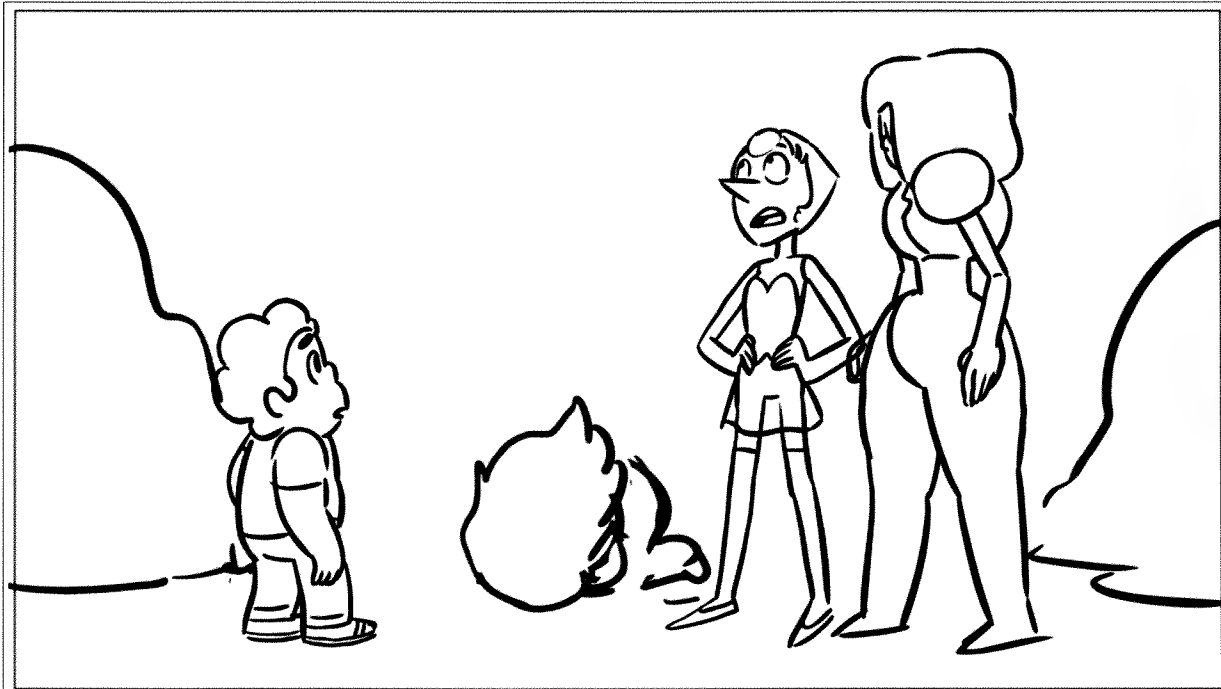
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Scene	Panel
22	CONT 3



Dialogue

PEARL: But not from food poisoning.

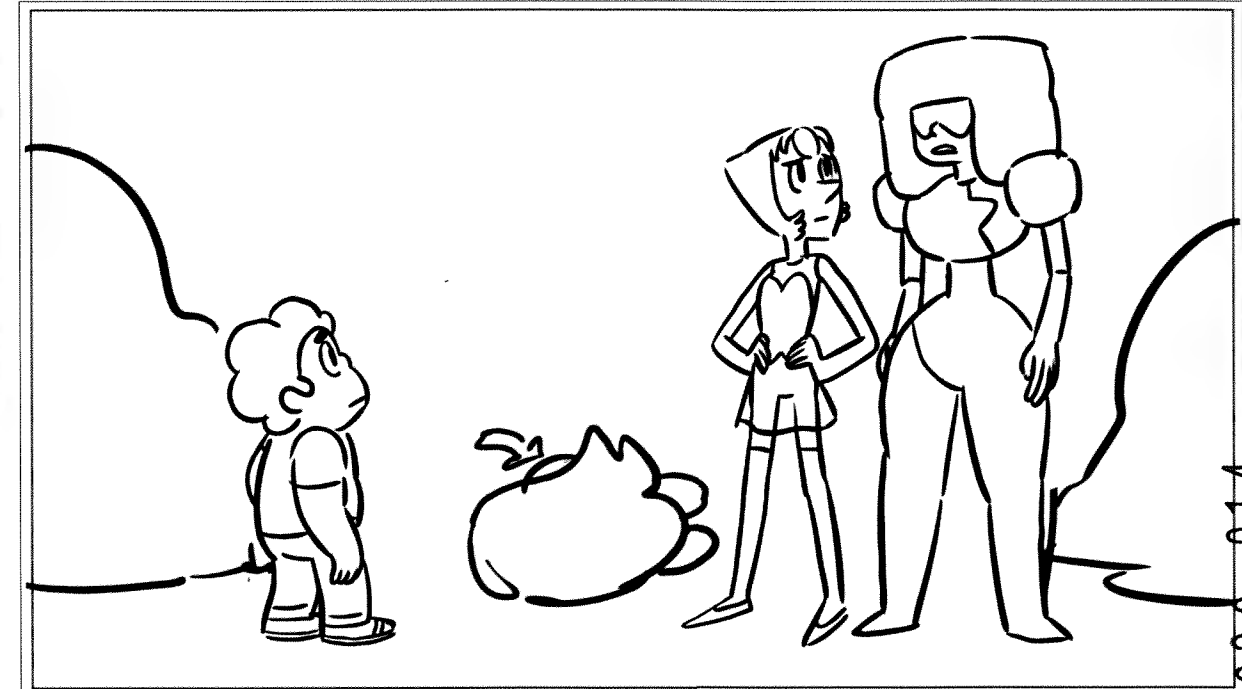
Action Notes

Amethyst twitches - she feels awful and is in pain.

Slugging

2.08

Scene	Panel
22	CONT 4



Dialogue

GARNET: Don't help her, or she'll never learn.

Action Notes

Amethyst rolls onto her side.

Slugging

3.10

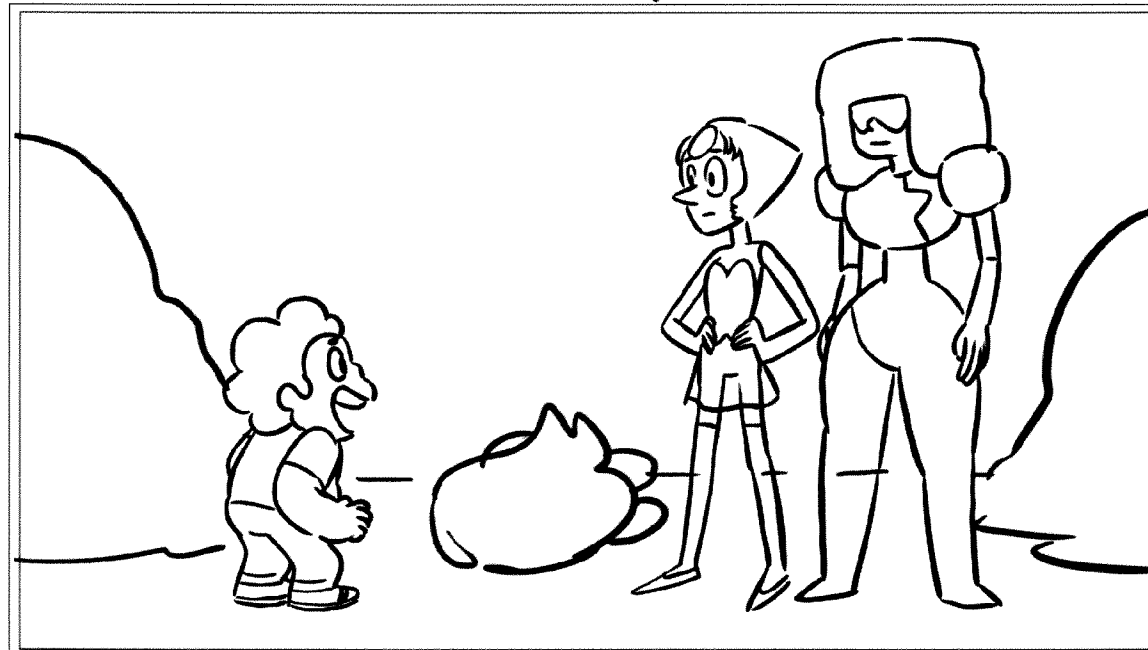
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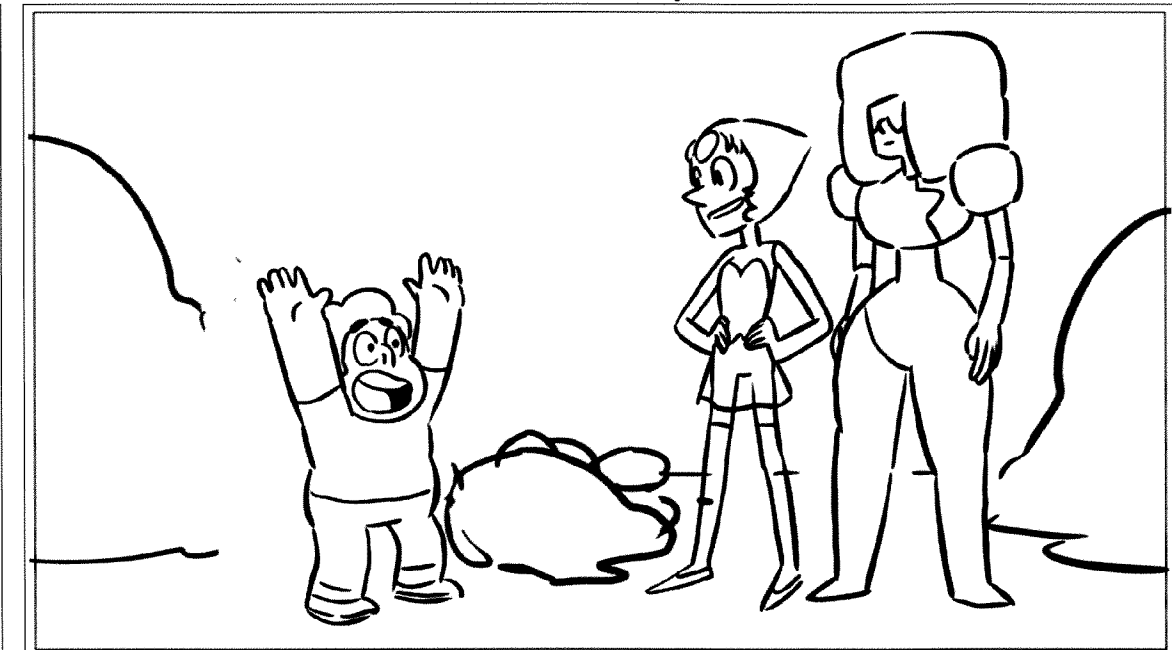
Scene	Panel
22	CONT
	5



Dialogue
STEVEN: I just can't believe you guys are like...

Slugging
2.07

Scene	Panel
22	CONT
	6

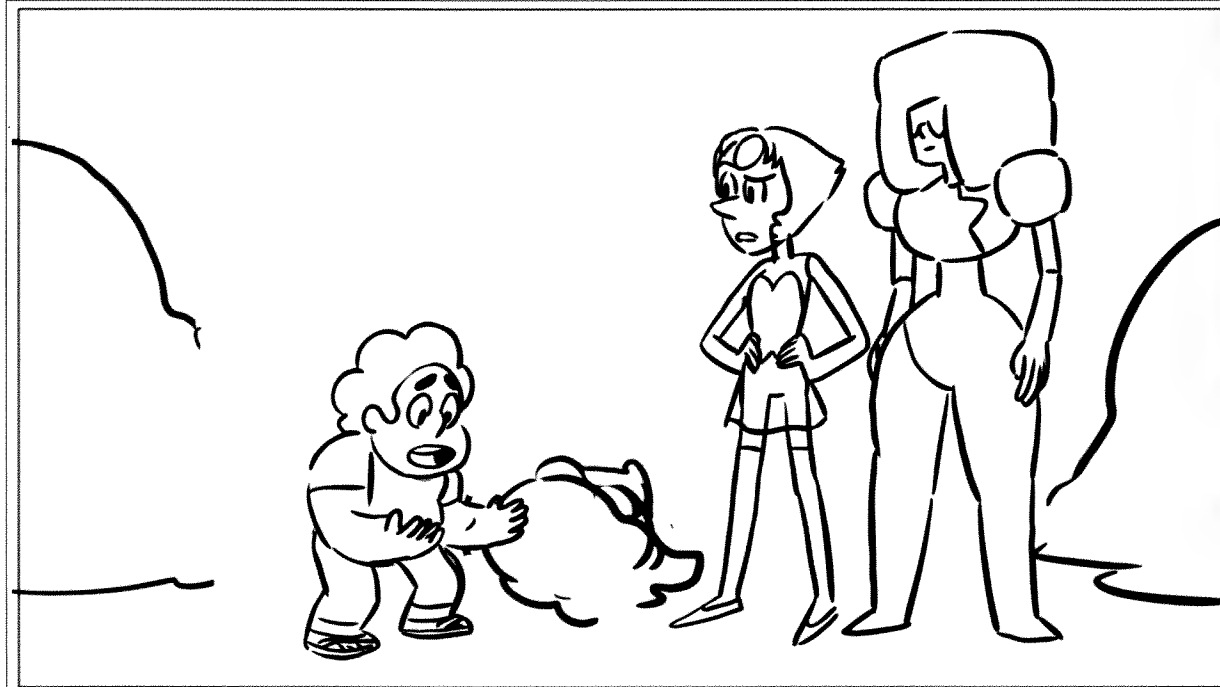


Dialogue
STEVEN: ...a bazillion years old!

Slugging
2.07

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Scene	Panel
22	CONT 7



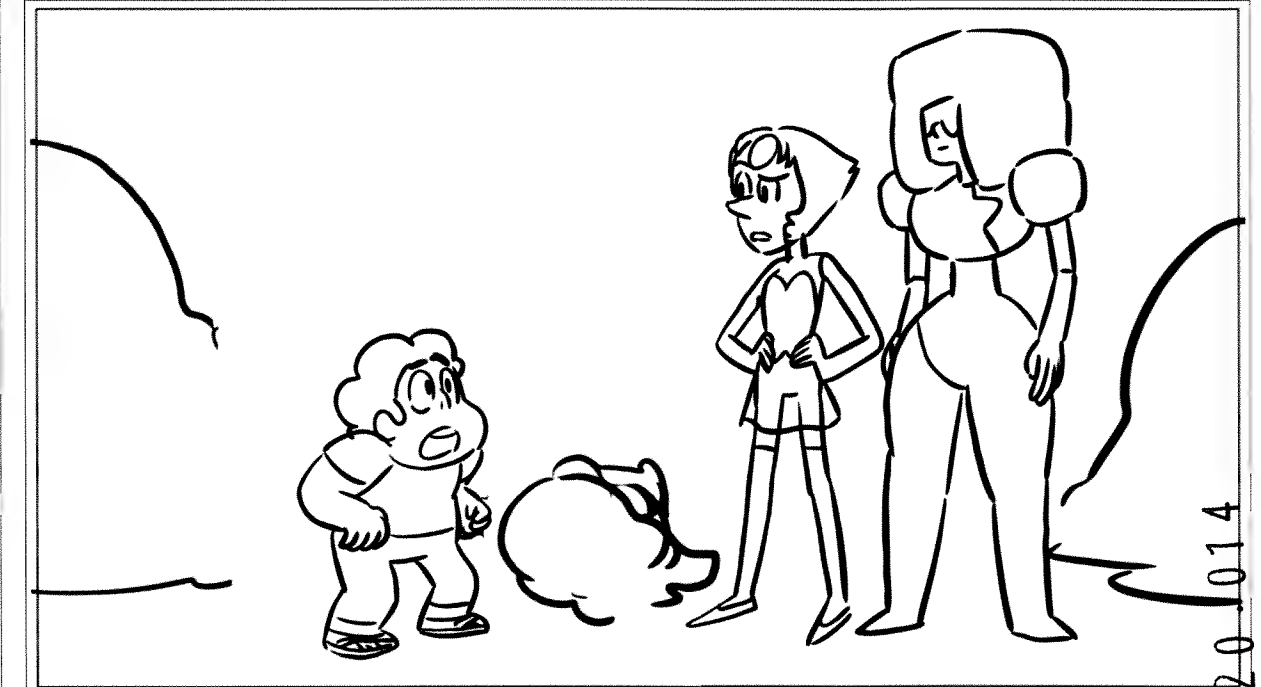
Dialogue

STEVEN: How do you find a cake big enough

Slugging

Panels 7 + 8 = 4.06

Scene	Panel
22	CONT 8



Dialogue

STEVEN: for all those candles?

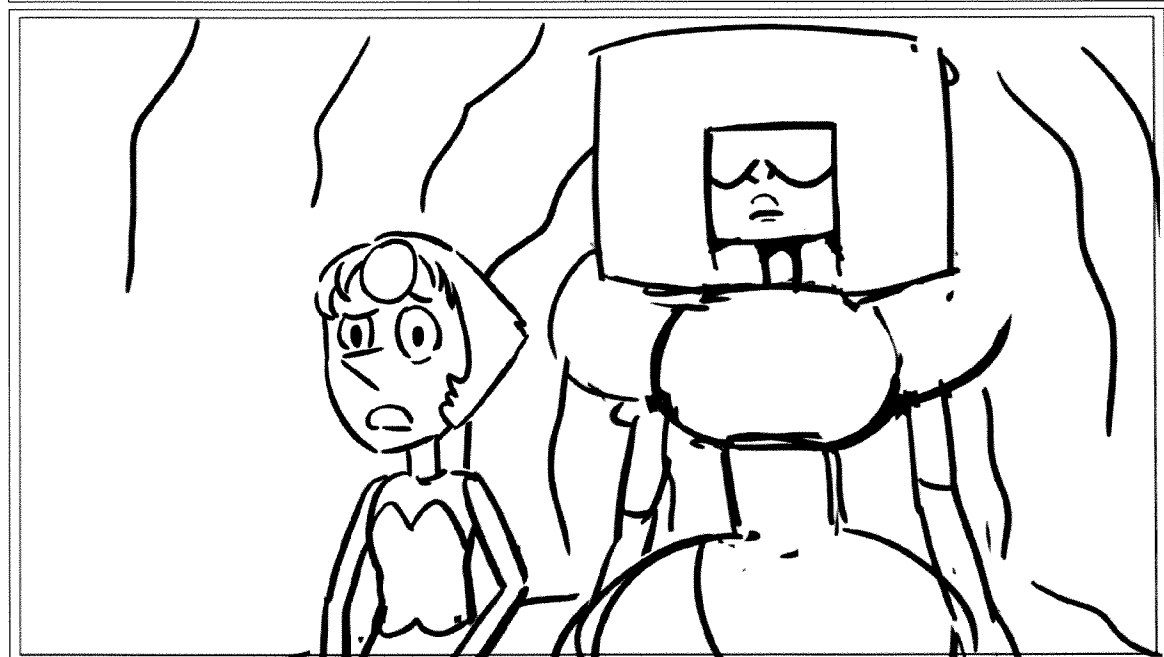
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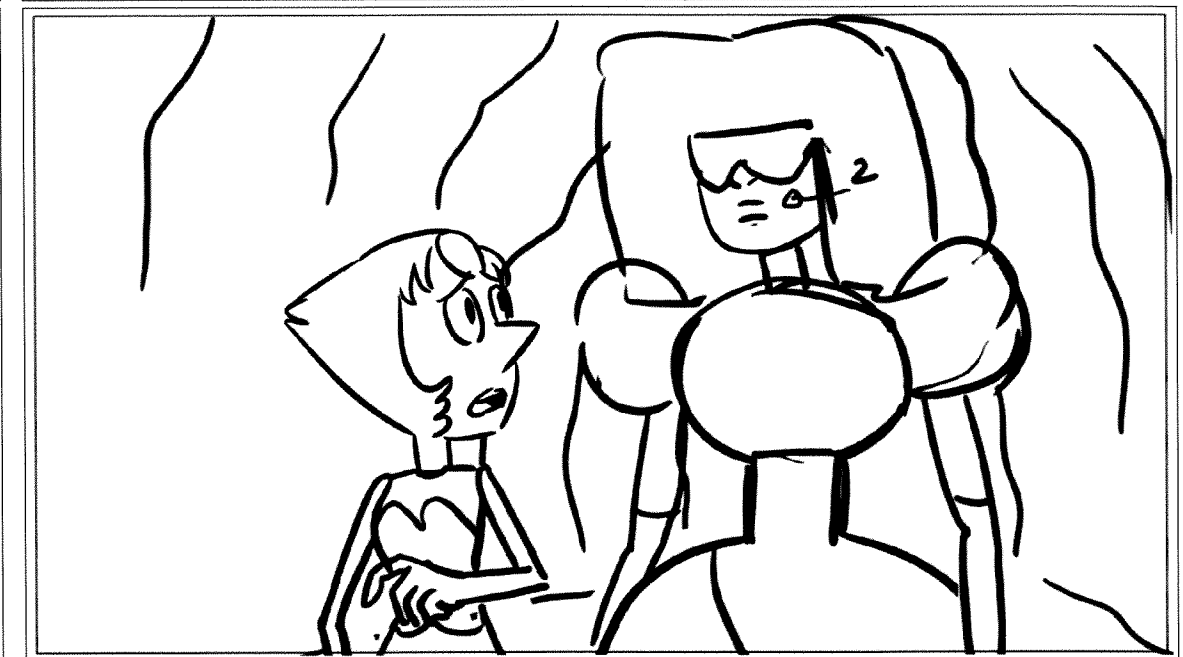
Scene	Panel
23	1



Slugging
1.04

Notes
H.U. Pearl to previous scene - hands on her hips, elbows out.

Scene	Panel
23	2



Action Notes
Pearl looks to Garnet for guidance, Garnet catches her eye.

Slugging
0.14

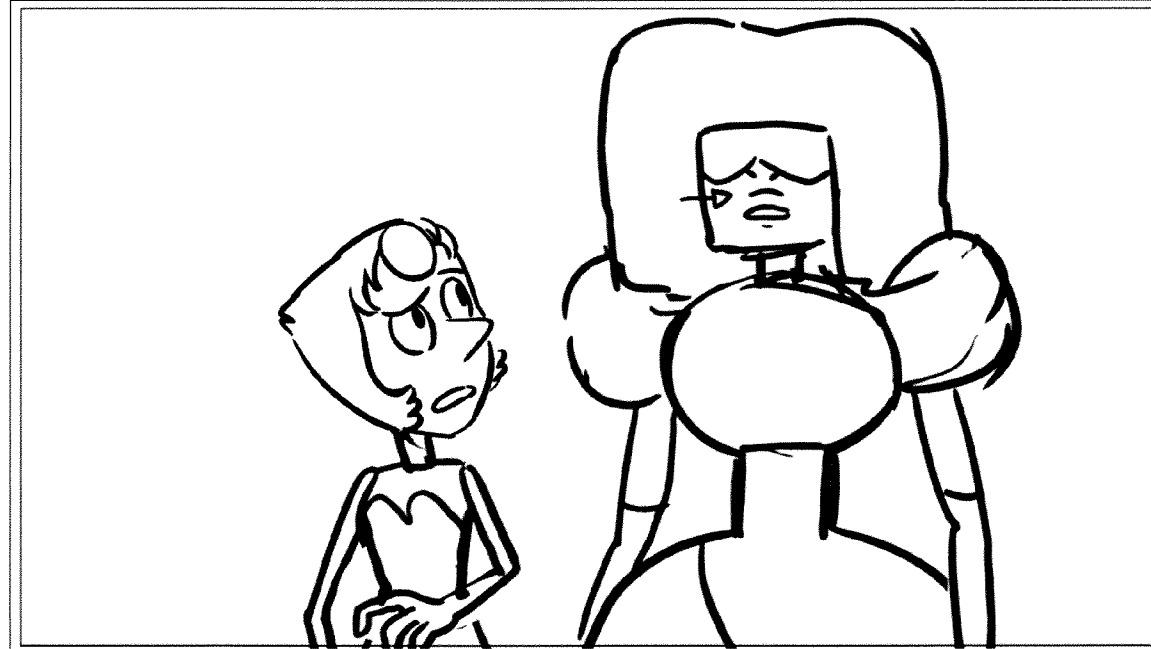
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Scene	Panel
23	3



Dialogue
GARNET: We don't really celebrate birthdays.

Slugging
4.14

Scene	Panel
24	1



Slugging
0.04

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Scene	Panel
24	CONT 2



Dialogue

STEVEN: *GASP*

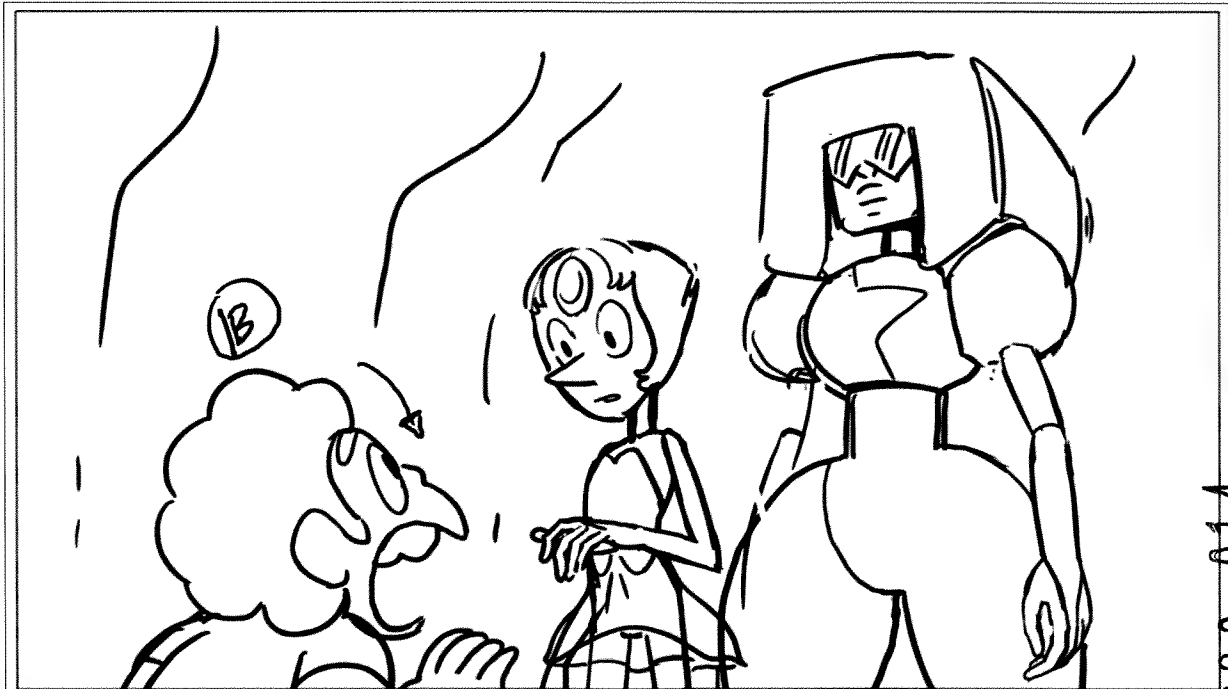
Action Notes

Steven gasps in disbelief!!

Slugging

1.11

Scene	Panel
25	1



Dialogue

STEVEN: Why not!?

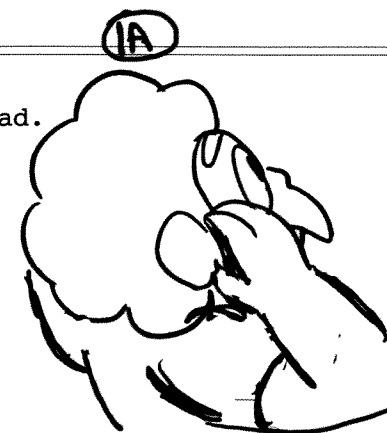
Slugging

2.07

Notes

H.U. -SP- Steven to previous scene - Hands on his head.

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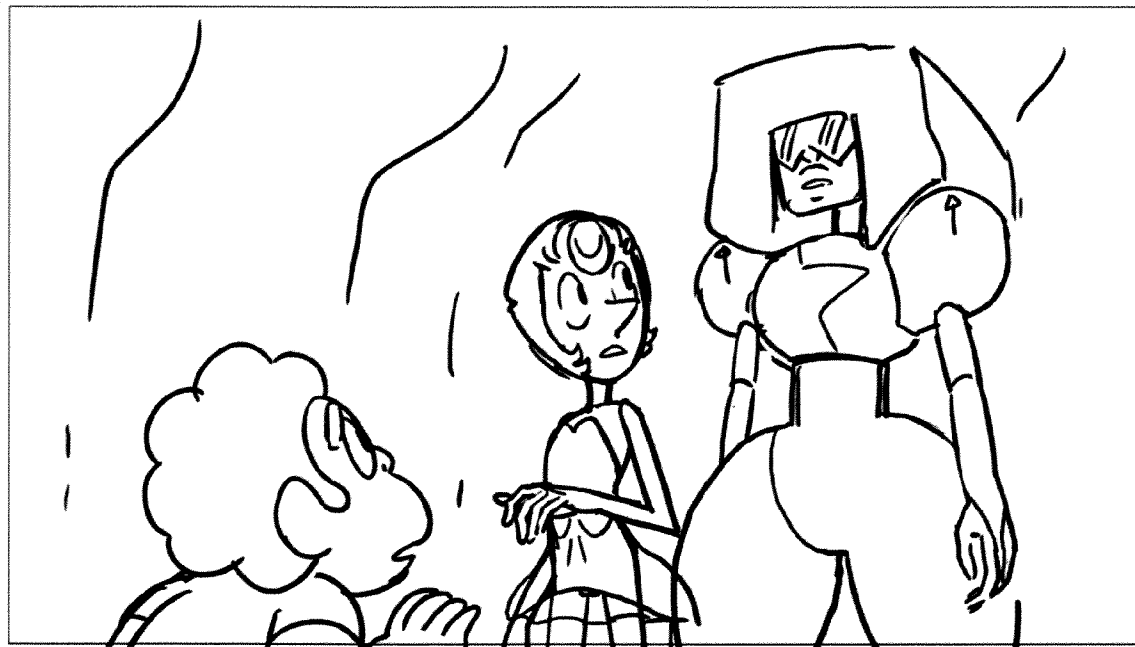


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Scene	Panel
25	CONT 2



Dialogue

GARNET: It's not our way.

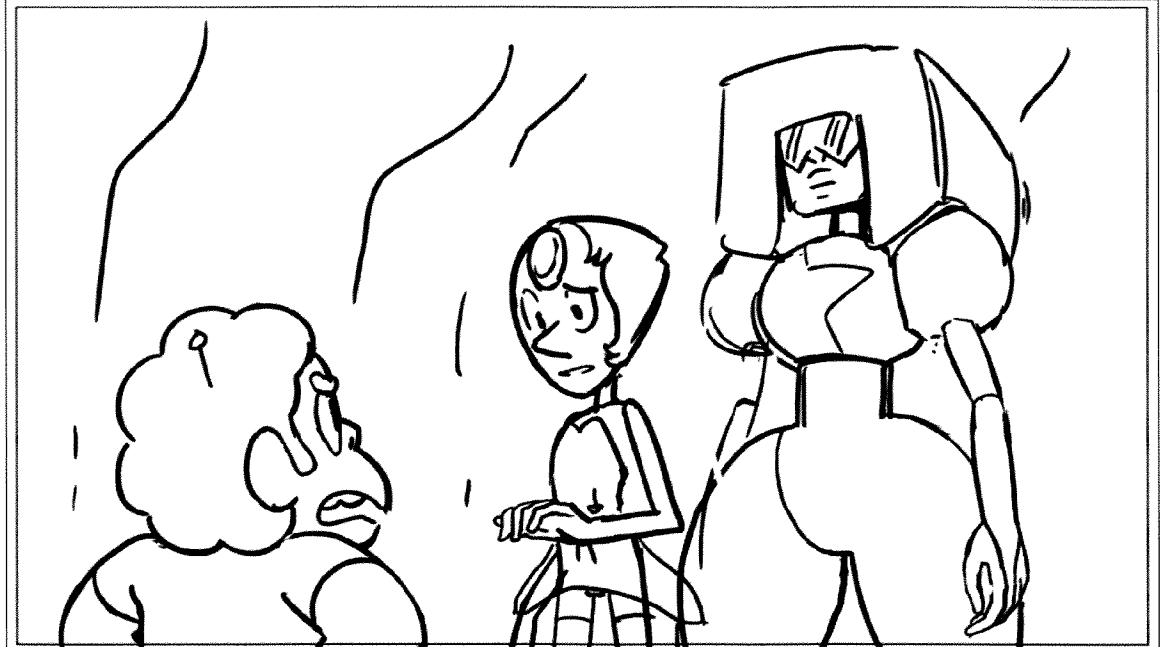
Action Notes

Garnet raises her shoulders and shrug.

Slugging

2.08

Scene	Panel
25	CONT 3



Dialogue

STEVEN: Well I can't just ignore this tramesty of injustice!

Action Notes

Steven stands up straight - determined.

Slugging

4.04

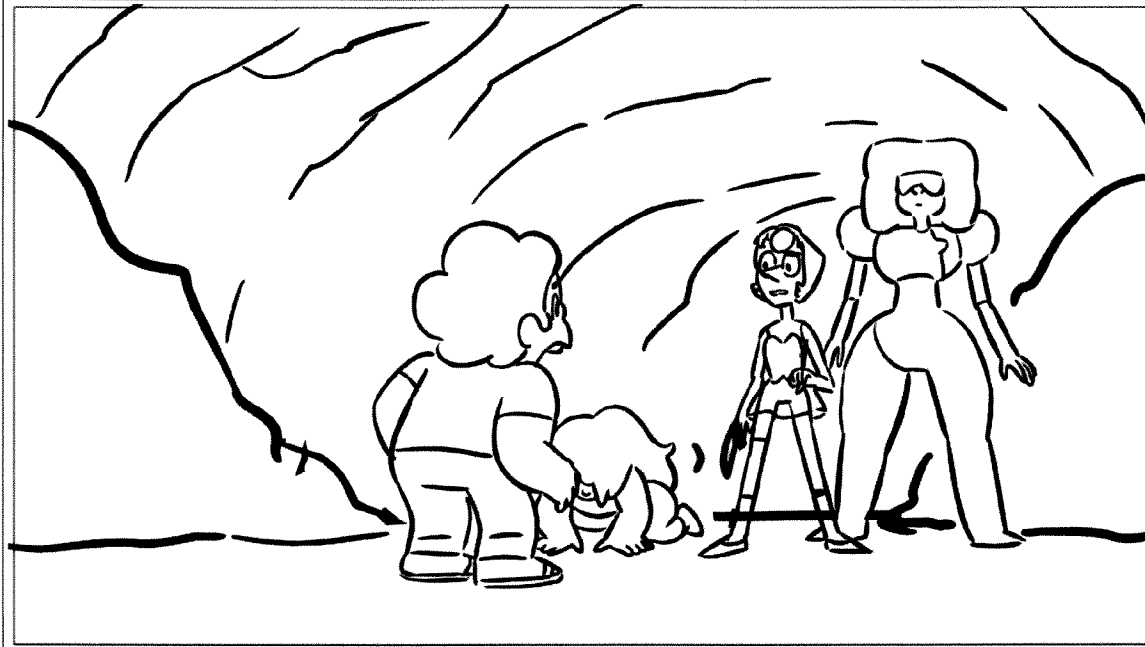
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Scene	Panel
26	1



Dialogue

STEVEN: I pledge...

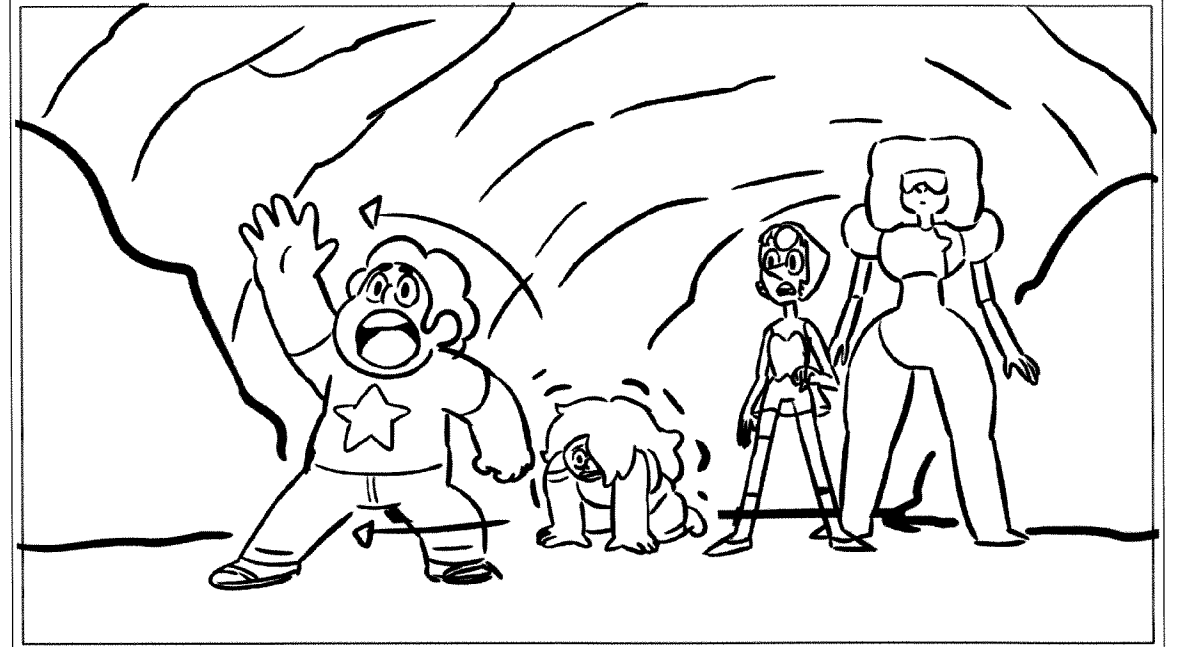
Slugging

0.14

Notes

H.U. -SP- Steven to previous scene - Hands on his hips - back straight.

Scene	Panel
26	2

cont

Dialogue

STEVEN: ...that you will have your birthdays!

Action Notes

Amethyst is trembling.

Slugging

4.02

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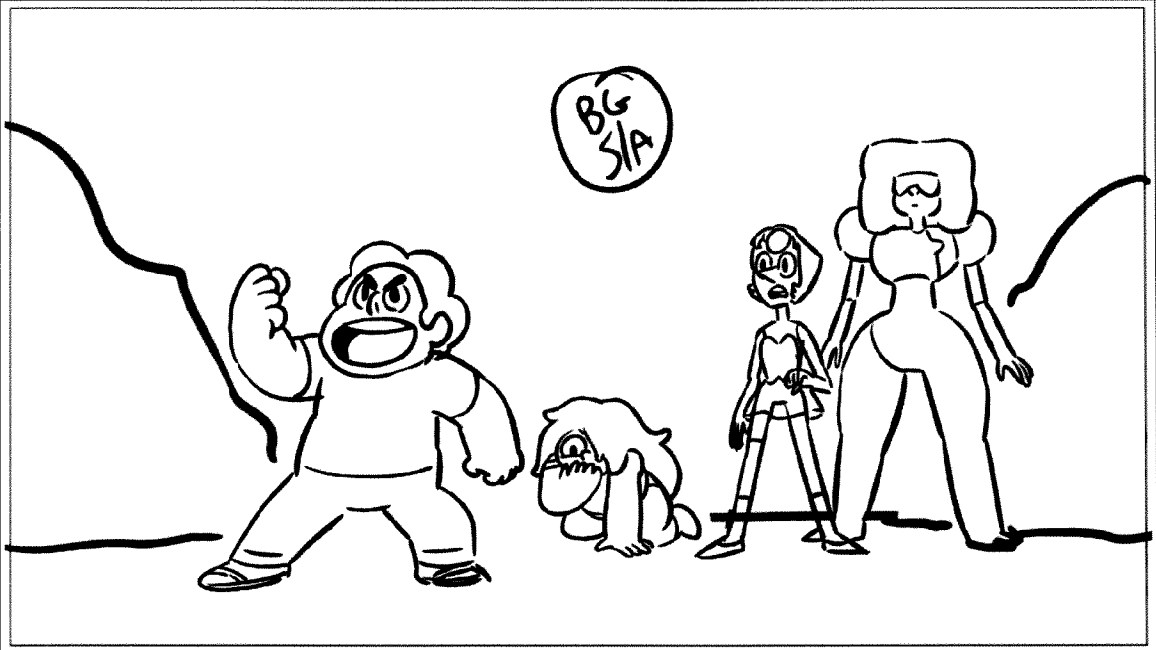
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Scene	Panel
26	CONT 3

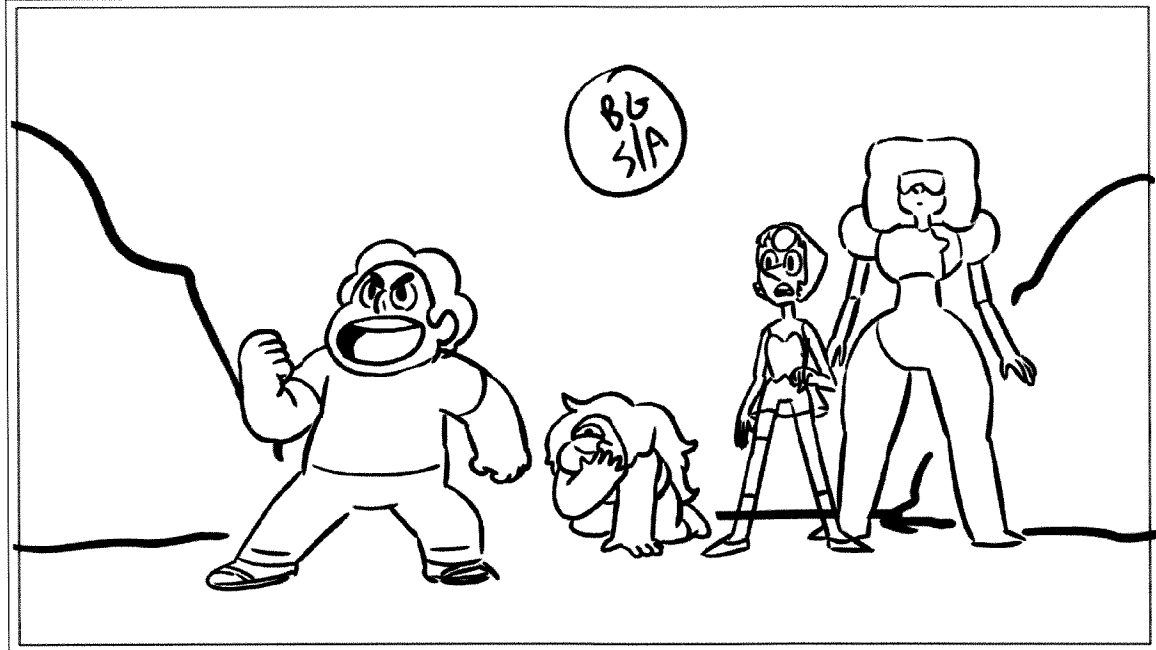


Dialogue
STEVEN: with all the candy,

Action Notes
Amethyst puts her hand to her mouth.

Slugging
1.11

Scene	Panel
26	CONT 4



Dialogue
STEVEN: ...cake-

Action Notes
Amethyst looks like she is throwing up.

Slugging
Panels 4 + 5 = 3.15

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Scene	Panel
26	cont 5



Dialogue
STEVEN: -and ice cream you've been denied!

Action Notes
Amethyst looks like she is throwing up.

Scene	Panel
26	cont 6



Dialogue
AMETHYST: *BARFING*

Action Notes
cut to black, sound of Amethyst barfing.

Slugging
2.12

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Scene	Panel
27	1



Action Notes

Birthday cake on table with many many candles.

Slugging

1.08

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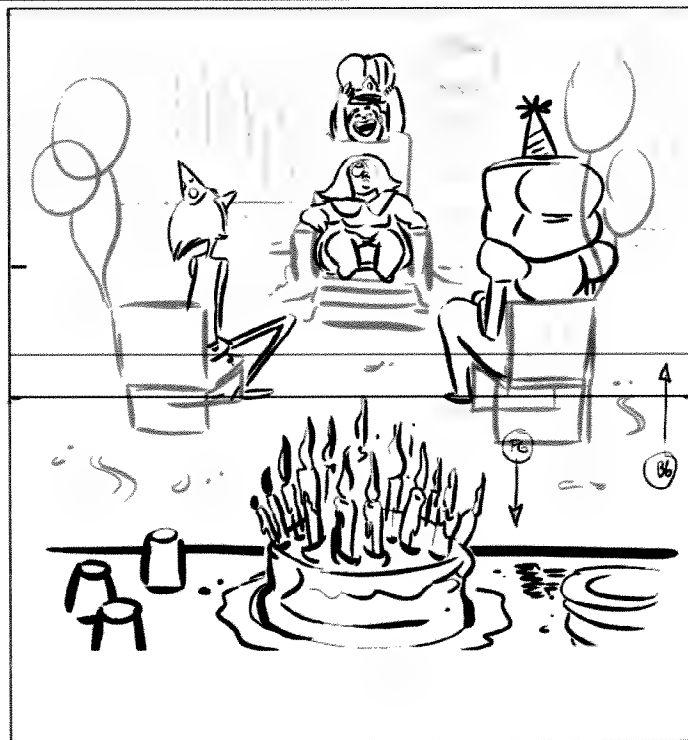
Scene

Panel

27

cont

2



Dialogue

STEVEN: And the birthday queen is!

Action Notes

Camera ADJ up [rack focus] - the gems sit on the beach with birthday items and a throne built out of sand. Amethyst is dressed in royal cape.

Slugging

ADJ: 1.08

Then HOLD: 0.11

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Scene	Panel
27	CONT 3



Dialogue
STEVEN: Amethyst!

Action Notes
Steven lowers corwn onto Amethyst head.

Slugging
2.08

Scene	Panel
28	1



Action Notes
Amethyst in throne with crown and cape.

Slugging
0.10

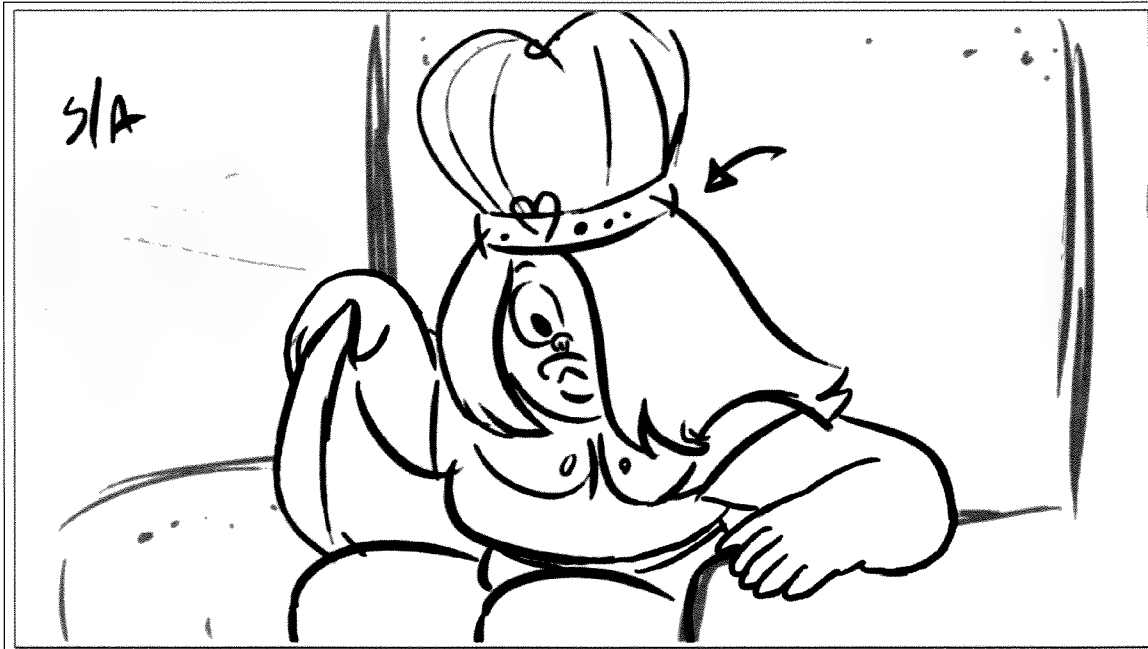
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Scene 28 *CONT* Panel 2



Dialogue

STEVEN (os): I hope you like it!

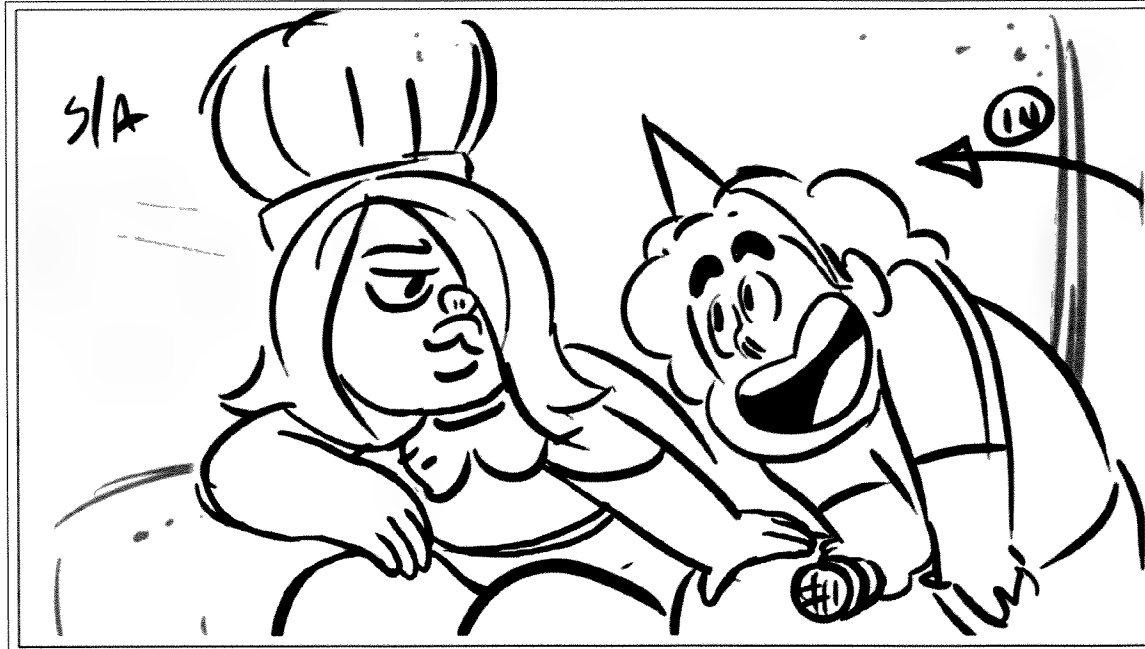
Action Notes

Amethyst looks at cape.

Slugging

1.10

Scene 28 *CONT* Panel 3



Dialogue

STEVEN: Dad made me this outfit and it brings me special birthday luck every year!

Action Notes

Steven IN (excited) with electronic karaoke mic in hand.

Slugging

6.07

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Scene	Panel
28	CONT 4

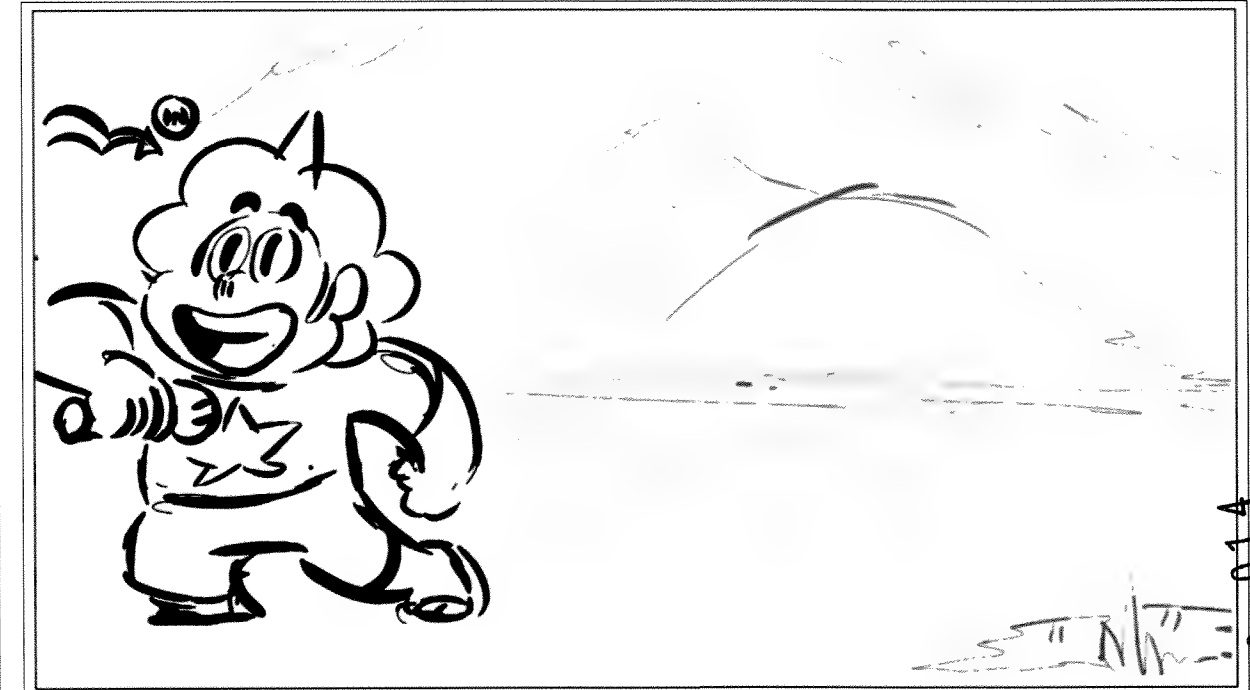


Dialogue
SFX: Tune to "Camptown Races"

Action Notes
Steven pressed button on karaoke mic.

Slugging
1.09

Scene	Panel
29	1



Dialogue
STEVEN: IT MIGHT AS WELL...

Action Notes
Steven dances IN backward - singing into mic.

Slugging
0.15

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Scene	Panel
29	CONT
2	



Dialogue

STEVEN: ...BE YOUR...

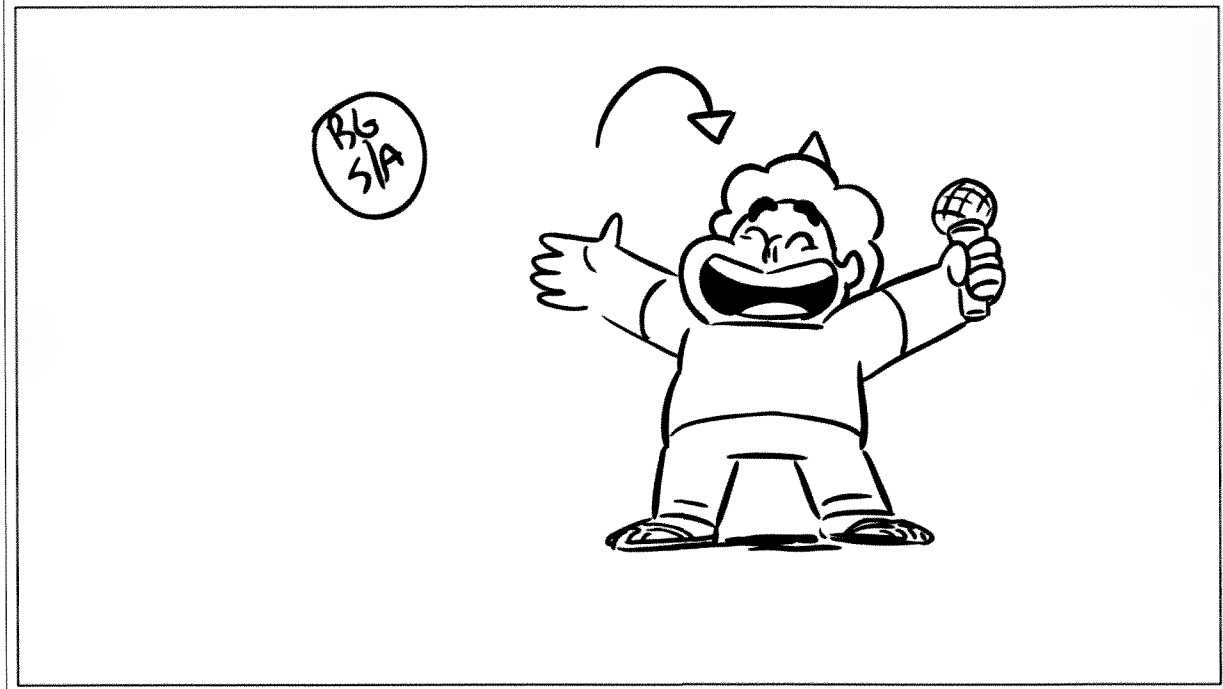
Action Notes

Conts... Dancing

Slugging

1.02

Scene	Panel
29	CONT
3	



Dialogue

STEVEN: ...BIRHTDAY.

Slugging

1.04

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Scene	Panel
29	<i>cont</i>



Dialogue

STEVEN: SO WHY DON'T WE HAVE A PARTY.

Action Notes

Steven bounces and shakes his leg to the tune. Cycle poses 4 - 4A - 4 -4A as needed.

Slugging

Panels 4 + 5 x 2 = 1.05

Total cycle frames: 2.09

Scene	Panel
29	UNT



Dialogue

STEVEN: SO WHY DON'T WE HAVE A PARTY.

Slugging

0.13

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Scene	Panel
29	CONT 6



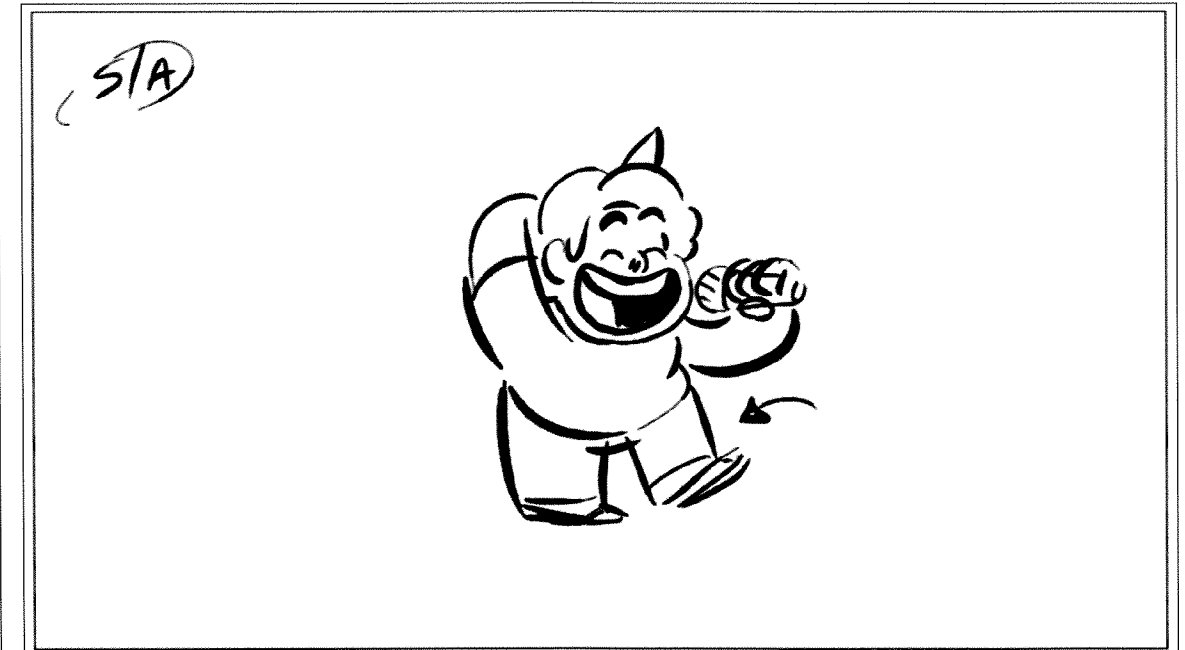
Dialogue
STEVEN: SO WHY DON'T WE HAVE A PARTY.

Action Notes
Steven dances w/ arms up and into mic.

Slugging
Panels 6 to 7 x 3 = 1.06

Total cycle frames panels 6 to 11 = 3.00

Scene	Panel
29	CONT 7



Dialogue
STEVEN: SO WHY DON'T WE HAVE A PARTY.

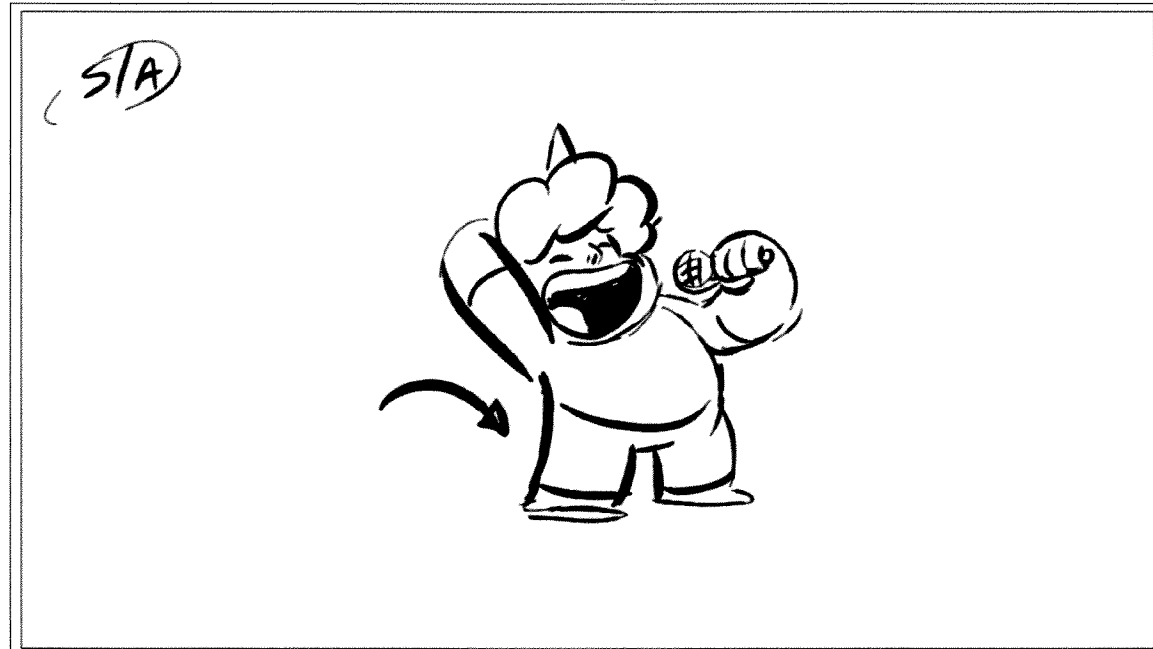
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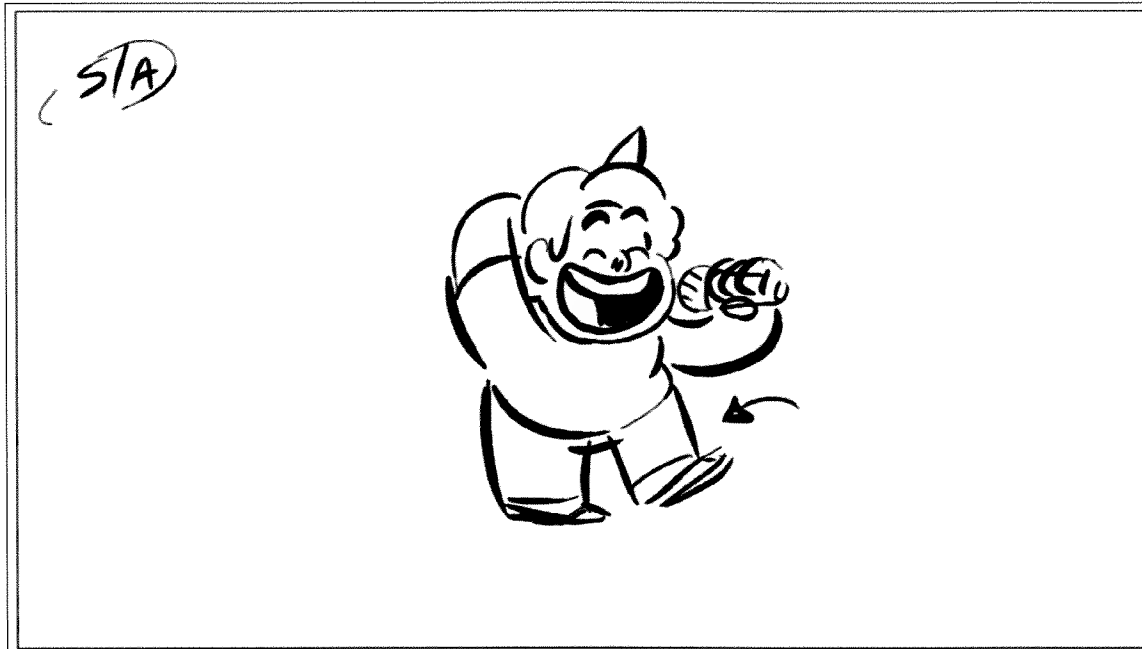
Scene	Panel
29	8

CONT

Dialogue

STEVEN: SO WHY DON'T WE HAVE A PARTY.

Scene	Panel
29	9

CONT

Dialogue

STEVEN: SO WHY DON'T WE HAVE A PARTY.

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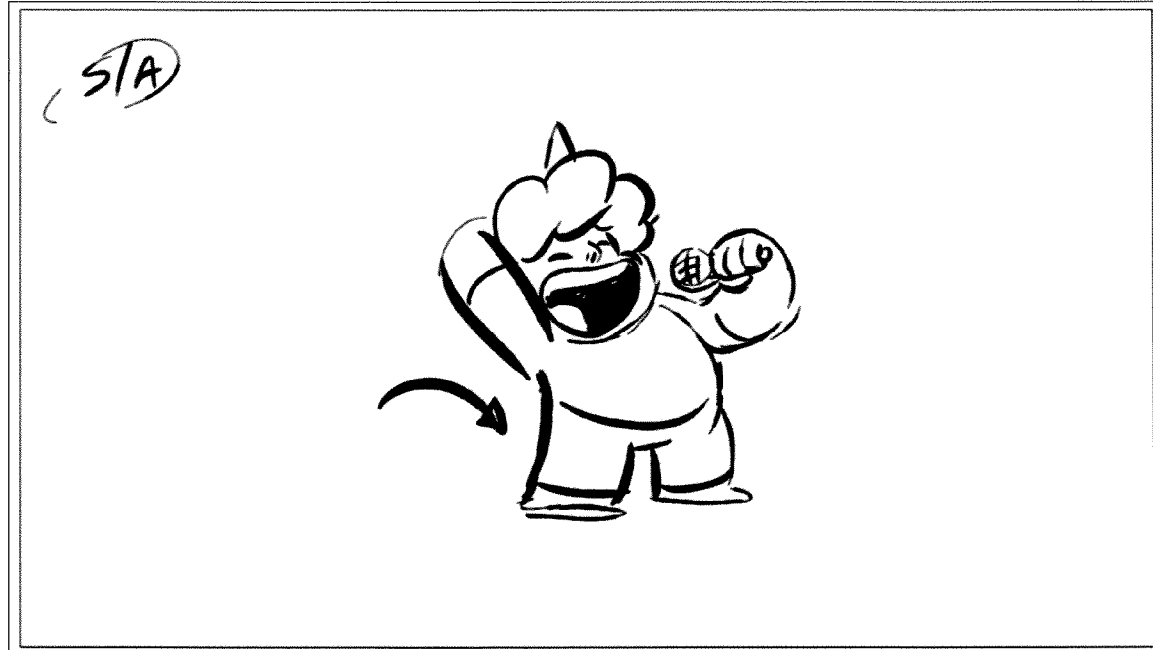
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1020.014

Scene	Panel
29	10

CONT

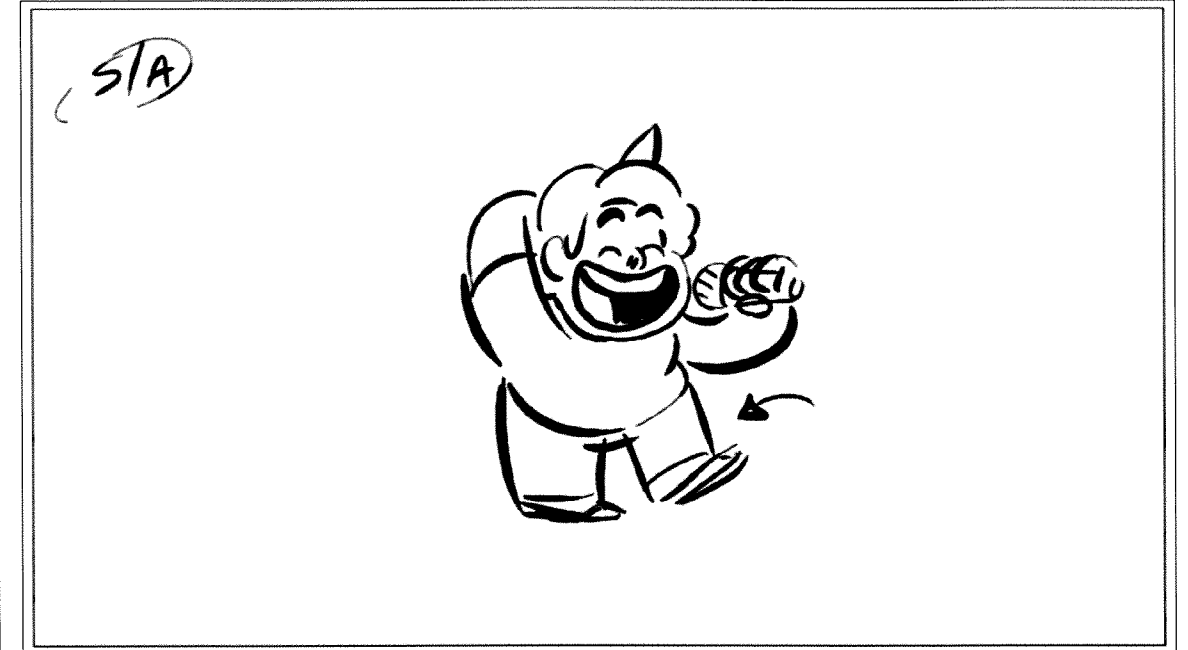


Dialogue

STEVEN: EVEN IF YOU'RE...

Scene	Panel
29	11

CONT



Dialogue

STEVEN: EVEN IF YOU'RE...


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Scene	Panel
29	CONT 12
	
<p>Dialogue</p> <p>STEVEN: ...AGE ISN'T...</p>	
<p>Slugging</p> <p>1.08</p>	

Scene	Panel
29	CONT 13
	
<p>Dialogue</p> <p>STEVEN: ...REAL AND YOUR...</p>	
<p>Action Notes</p> <p>Steven notices Lion playing with the birthday hat.</p> <p>Lion IN screen right.</p>	
<p>Slugging</p> <p>1.05</p>	

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Scene	Panel	
	29	14
	<i>CONT</i>	



Dialogue
STEVEN: ...REAL AND YOUR...

Action Notes
Steven notices Lion playing with the birthday hat.
Lion IN screen right.

Slugging
Panels 14 + 15 = 2.09

Scene	Panel	
	29	15
	<i>CONT</i>	

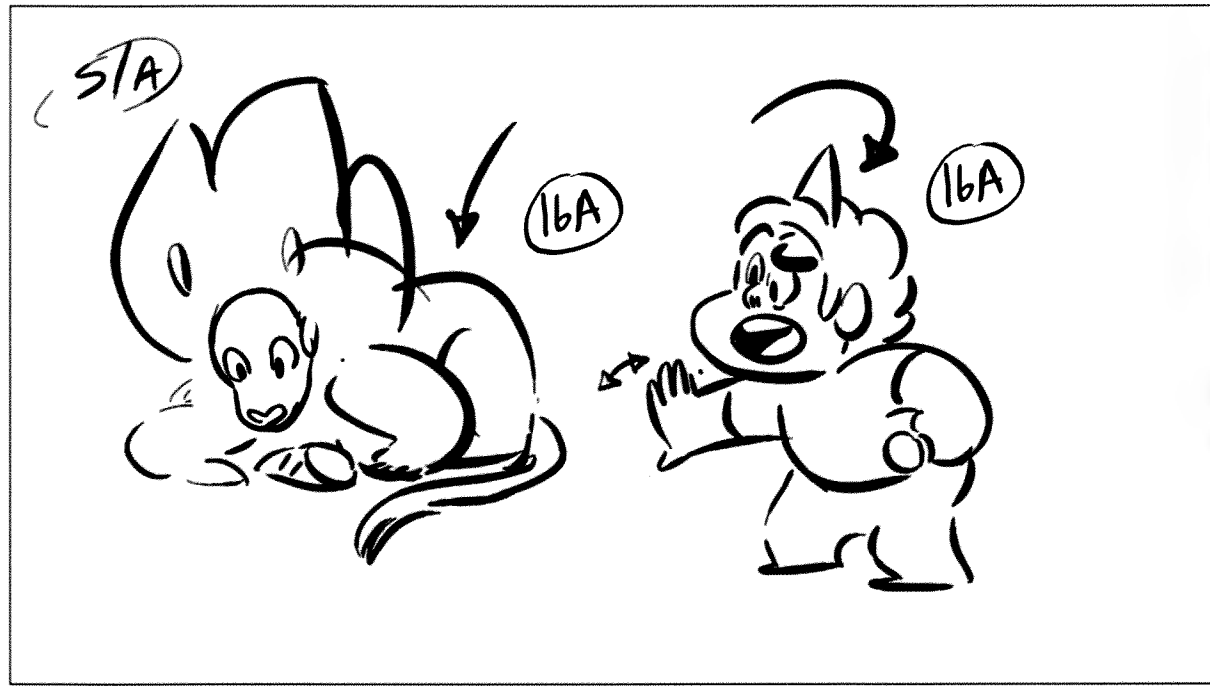


Dialogue
STEVEN: ...BODY IS AN ILLUSION.

Action Notes
Lion continues to bat hat around / Steven looks.

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Scene	Panel
29	16



Dialogue

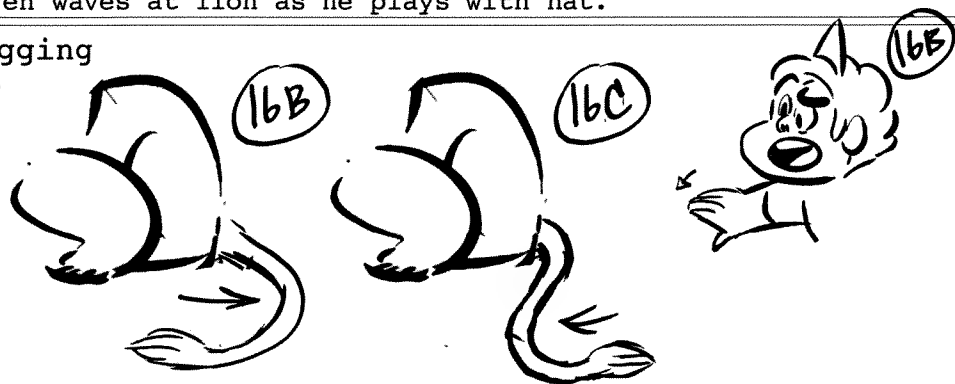
STEVEN: hey! No-Lion...

Action Notes

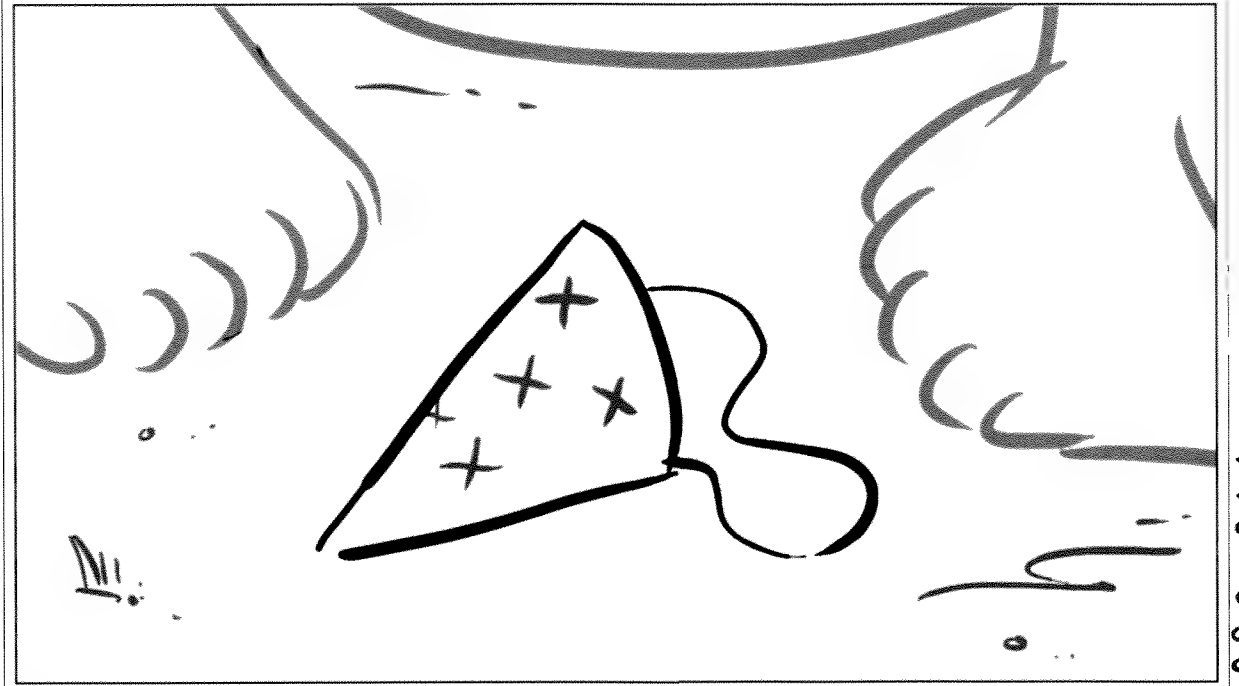
Steven waves at lion as he plays with hat.

Slugging

2.09



Scene	Panel
30	1



Action Notes

Hat between lions paws.

Slugging

0.09

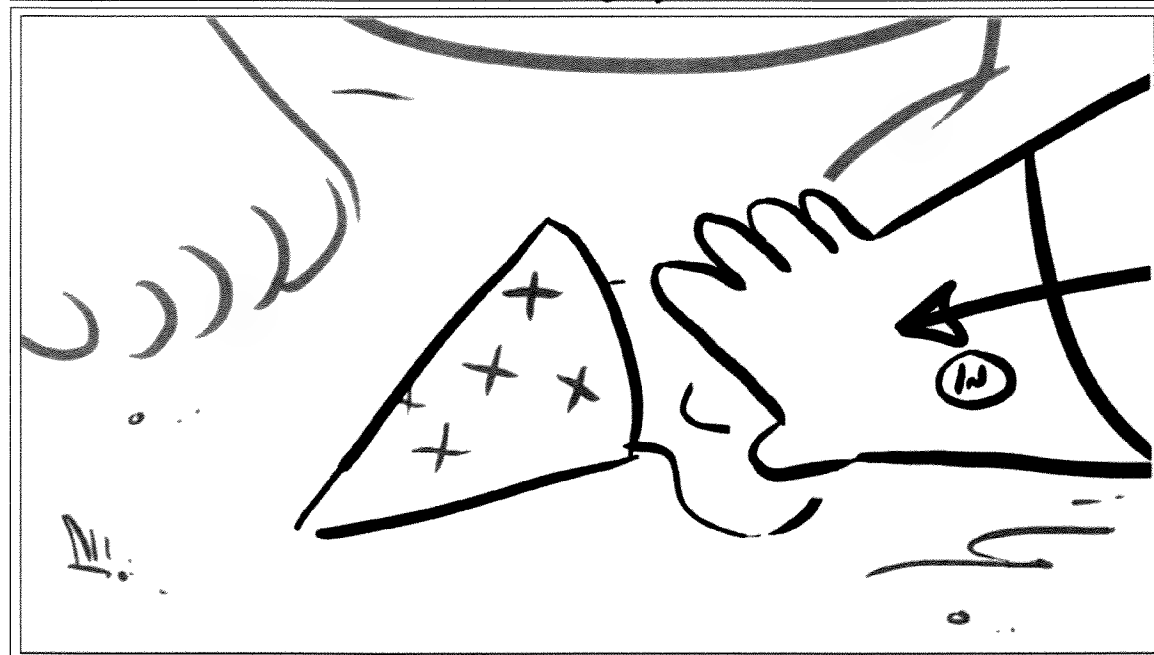
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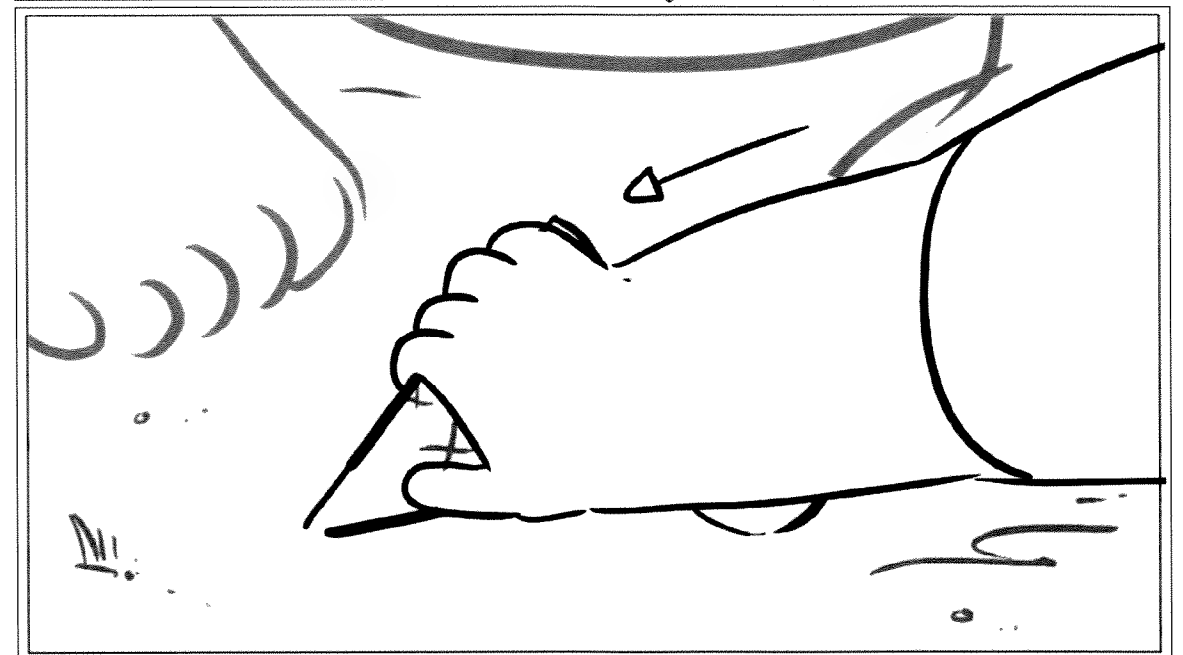
Scene 30 Panel 2



Action Notes
Steven's hand IN to grab the hat.

Slugging
Panels 2 + 3 = 0.09

Scene 30 Panel 3



Action Notes
Steven's hand IN to grab the hat.

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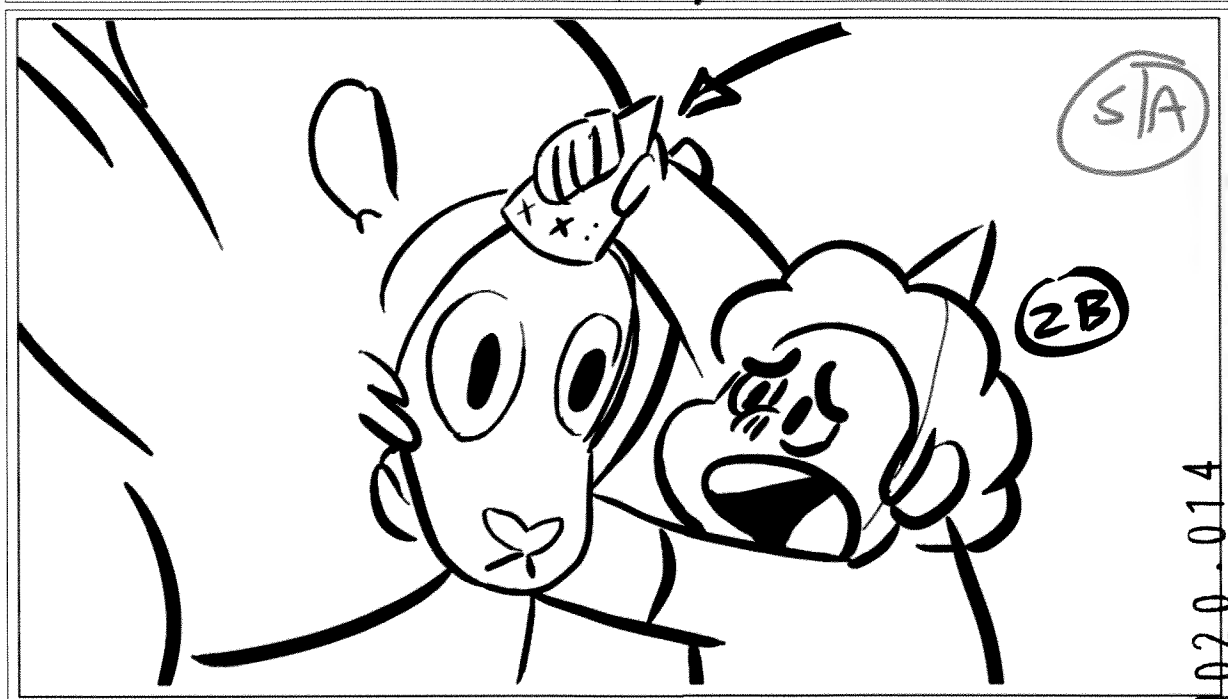
Scene	Panel
31	1



Action Notes
-SP- Steven down picking up the hat.

Slugging
0.04

Scene	Panel
31	2



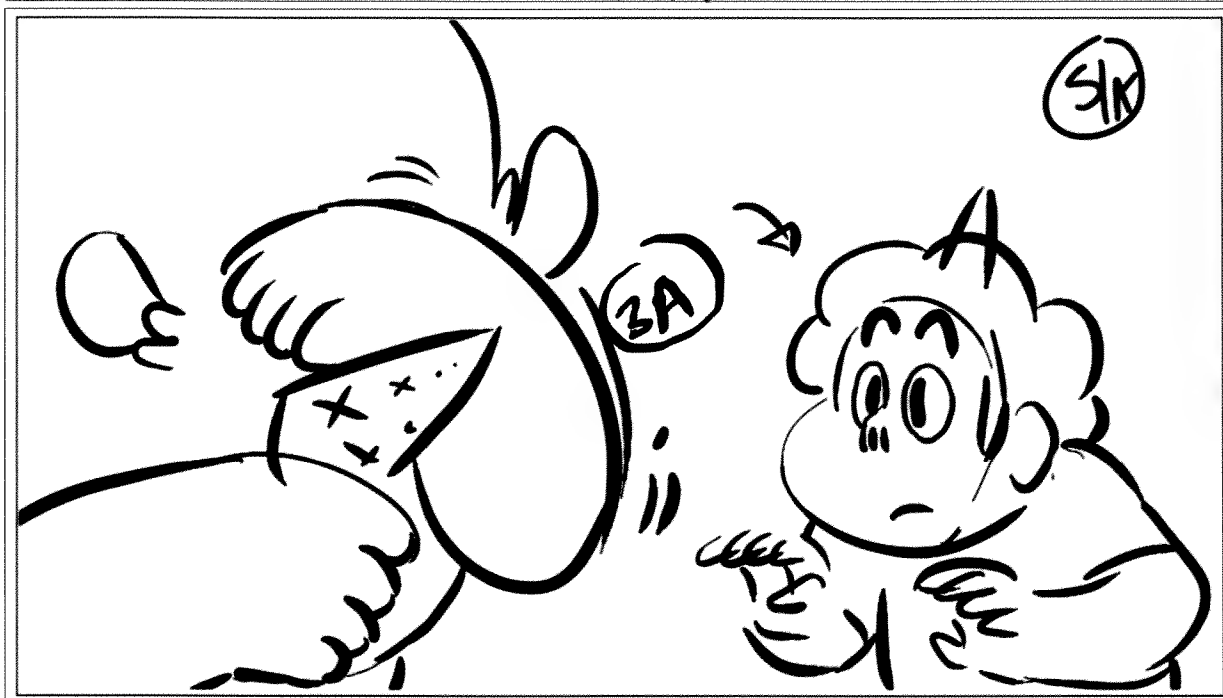
Dialogue
STEVEN: It goes like this!

Action Notes
Steven fits hat band over Lion's head.

Slugging
2.08

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Scene 31 Panel 3



Action Notes
Lion immediatly tries to remove hat.



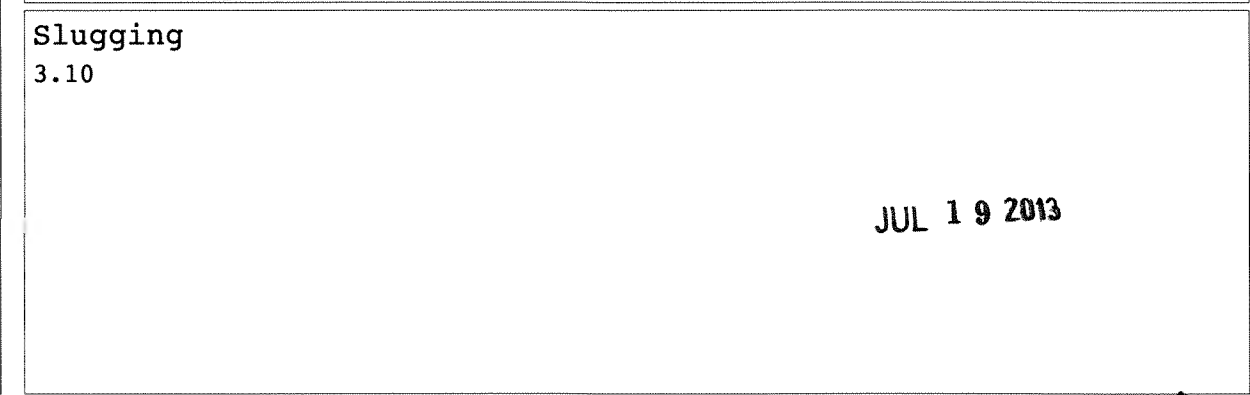
Slugging
1.01

Scene 31 Panel 4



Dialogue
STEVEN: Lion. You're killin' me.

Action Notes
Steven (annoyed) tries to hold hat down.



Slugging
3.10

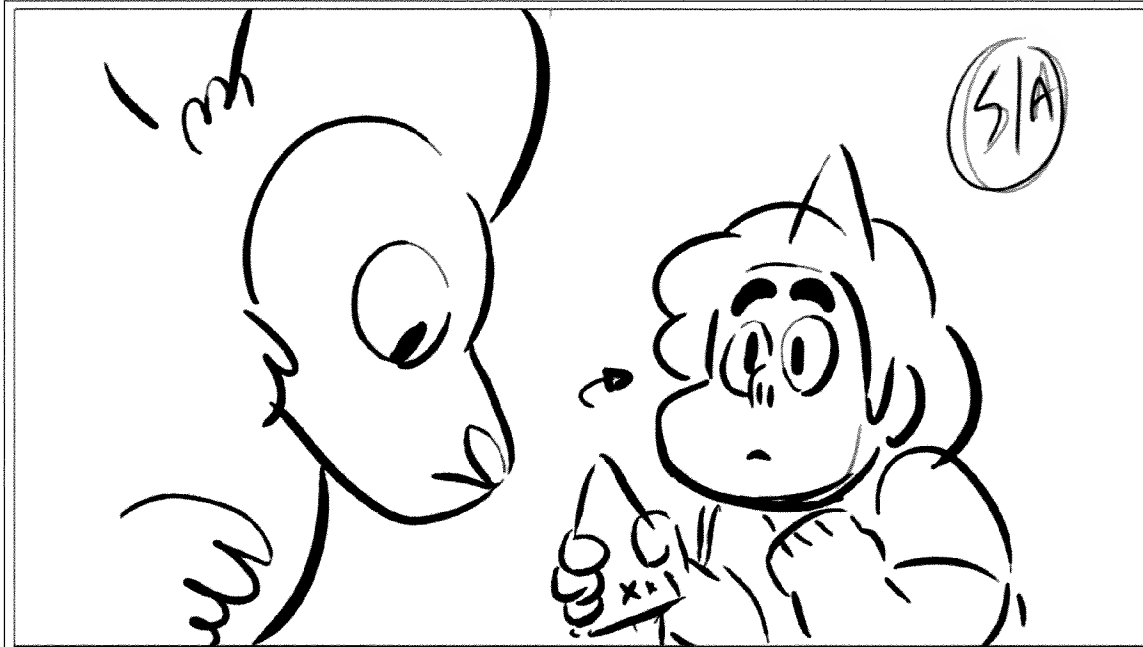
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Scene	Panel
31	CONT 5

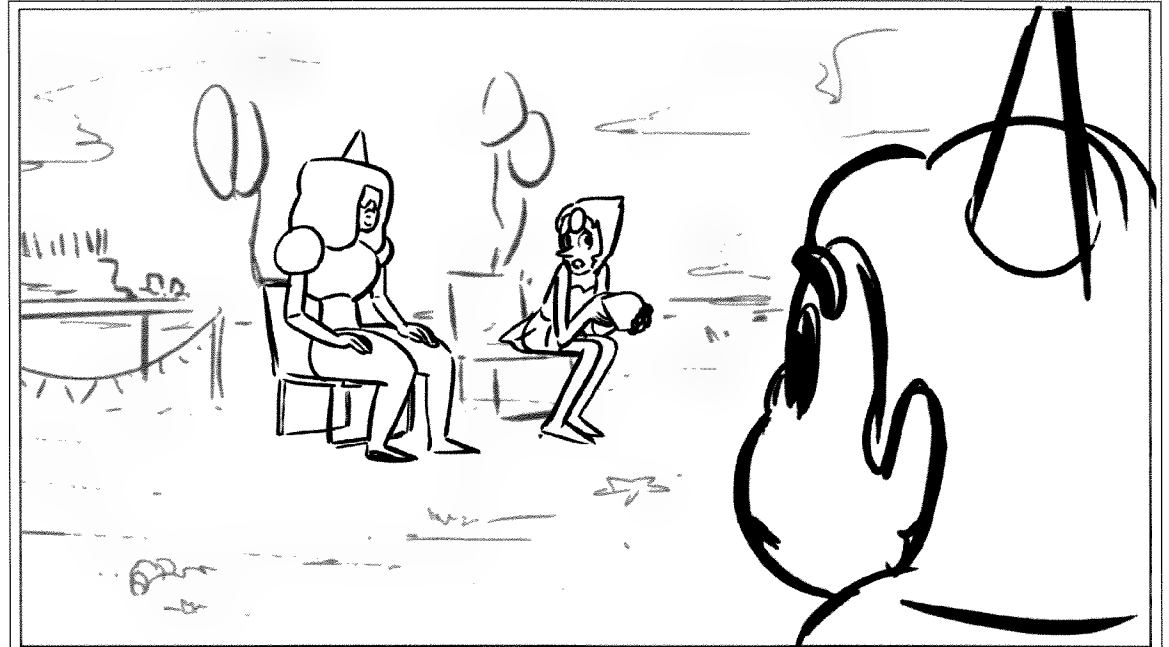


Dialogue
PEARL (os): Um, Steven...

Action Notes
Looks to O/S at Pearl - lion looks down.

Slugging
1.13

Scene	Panel
32	1



Dialogue
PEARL: I know you put a lot of effort into-

Action Notes
Steven looks at Pearl and Garnet sitting.

Slugging
3.14

Notes
H.U. pearl to next scene - have her turn to look at the balloon.

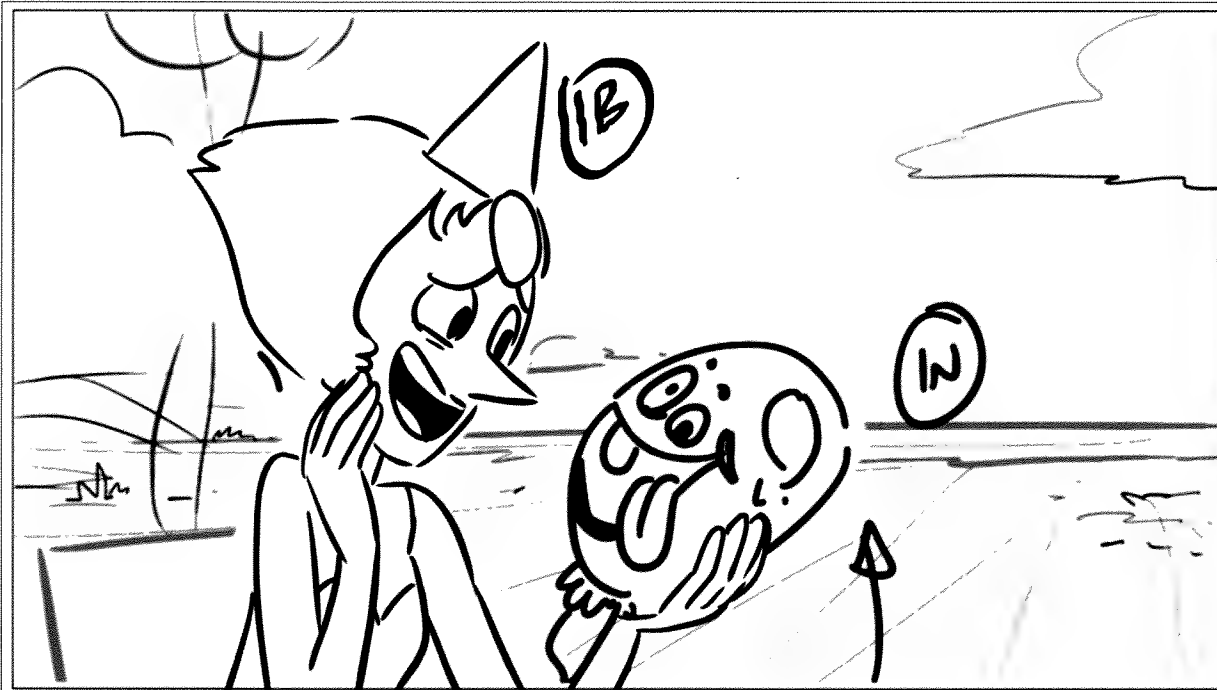
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1020.014

Scene	Panel
33	1



Dialogue

PEARL: ...putting faces on things...

Action Notes

Pearl lifts up balloon IN to the scene.

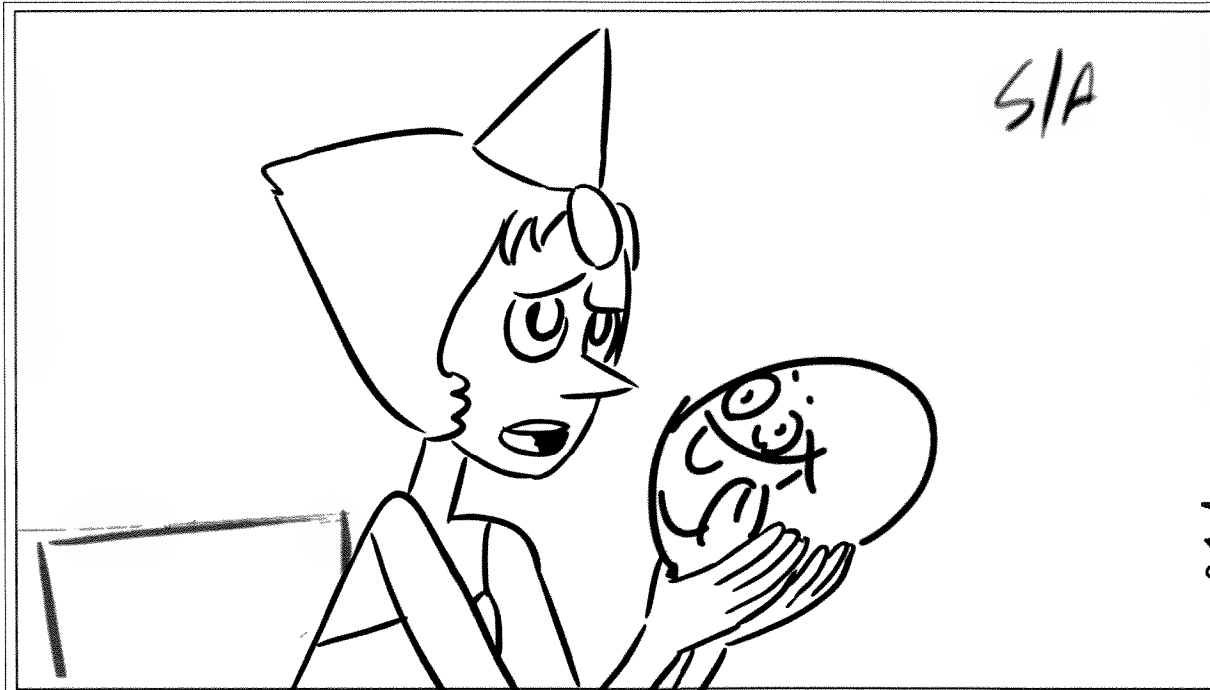
Pearl looks at balloon face.

Slugging

3.13



Scene	Panel
33	CONT 2



Dialogue

PEARL: But could it be we're just a tad...

Action Notes

Looks to Steven O/S.

Slugging

3.05

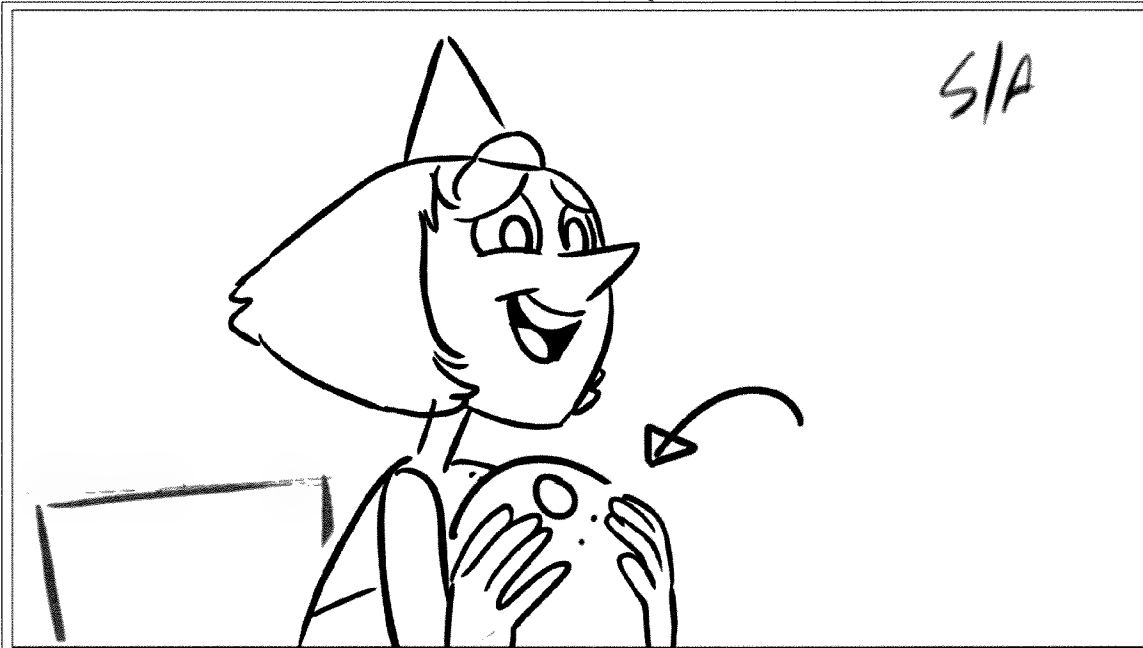
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Scene 33 Panel 3
CONT



Dialogue

PEARL: Mature for this ritual?

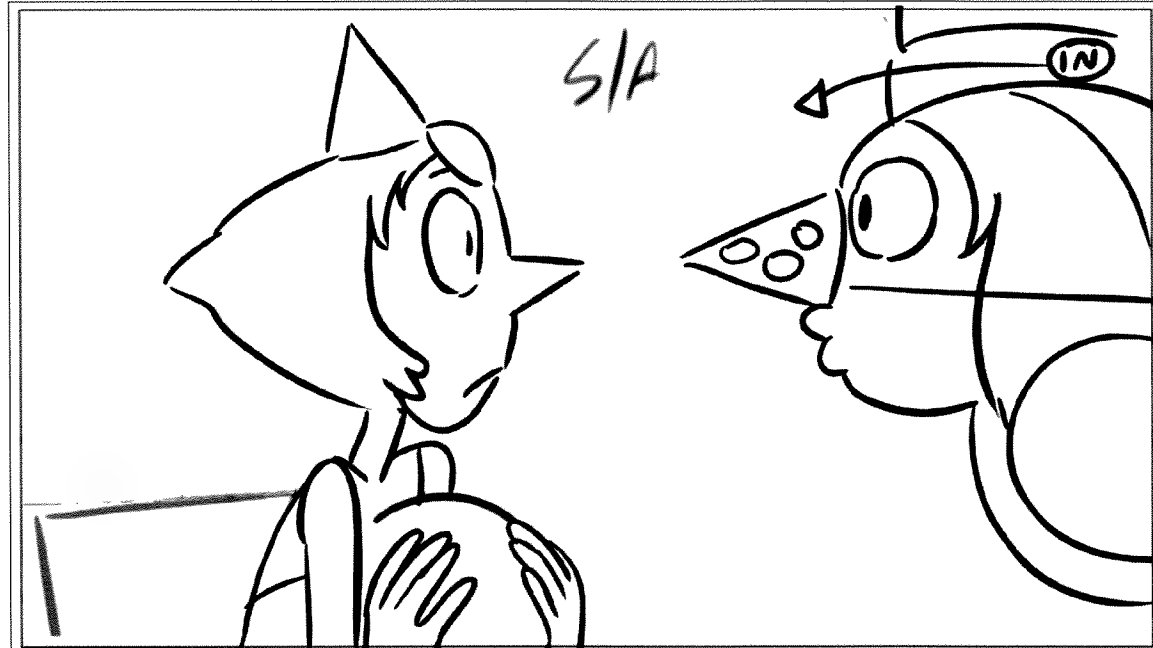
Action Notes

Pearl holds balloon to chest with hopeful expression.

Slugging

2.15

Scene 33 Panel 4
CONT



Action Notes

Amethyst IN with birthday hat on face / Pearl stares.

Slugging

1.04

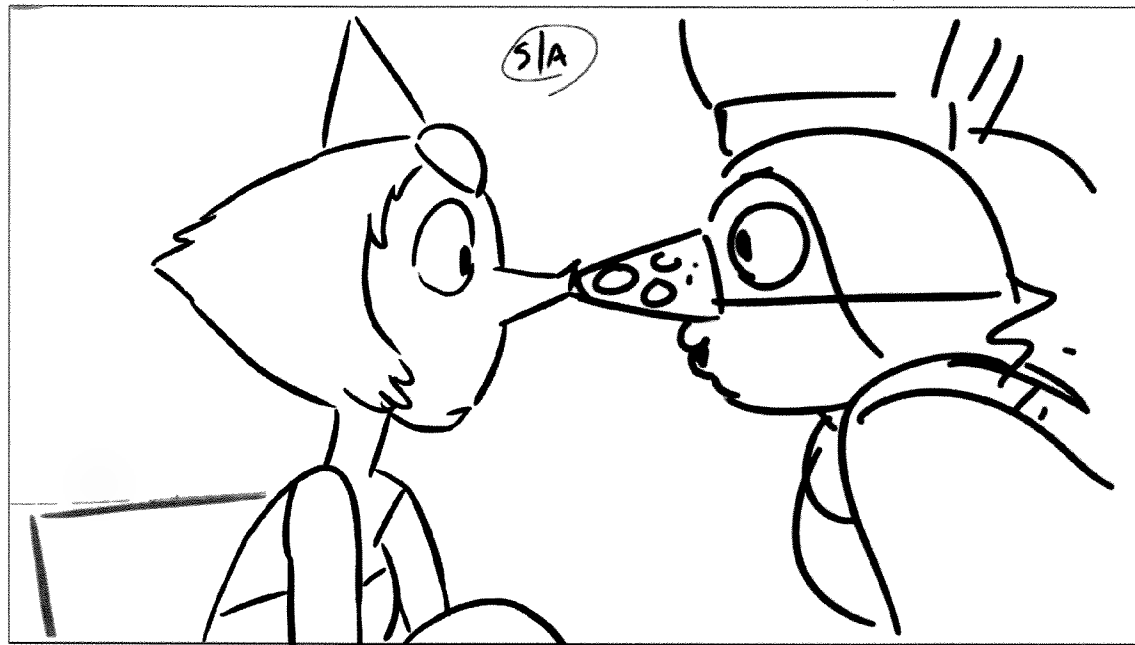
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Scene 33 **CONT** Panel 5

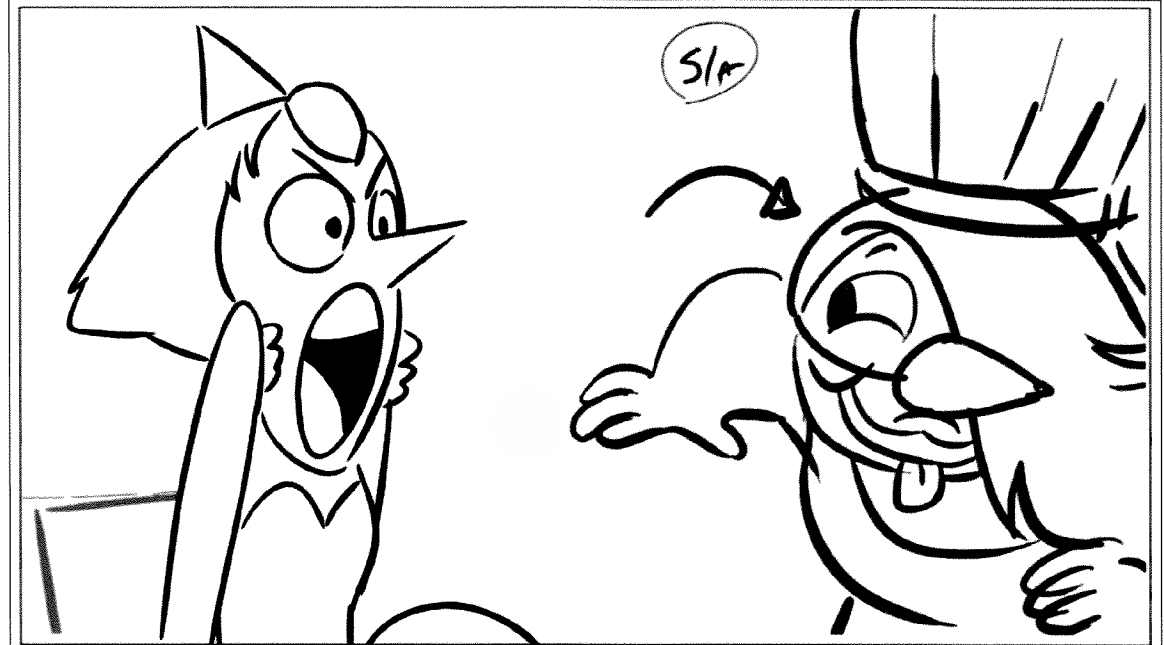


Dialogue
AMETHYST: Boop.

Action Notes
Amethyst slowly / gently touches Pearl's nose with the tip of the hat.

Slugging
1.04

Scene 33 **CONT** Panel 6



Dialogue
PEARL: AUGH!

Action Notes
Pearl flips out.

Slugging
1.02

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Scene	Panel
33	cont 7



Dialogue
PEARL: You will remove that...

Action Notes
Amethyst runs OUT screen left. Pearl gives chase.

Slugging
1.15

Scene	Panel
33	cont 8



Dialogue
PEARL: This instant!!

Action Notes
Pearl runs OUT.

Slugging
1.12

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1020.014

Scene	Panel
34	1



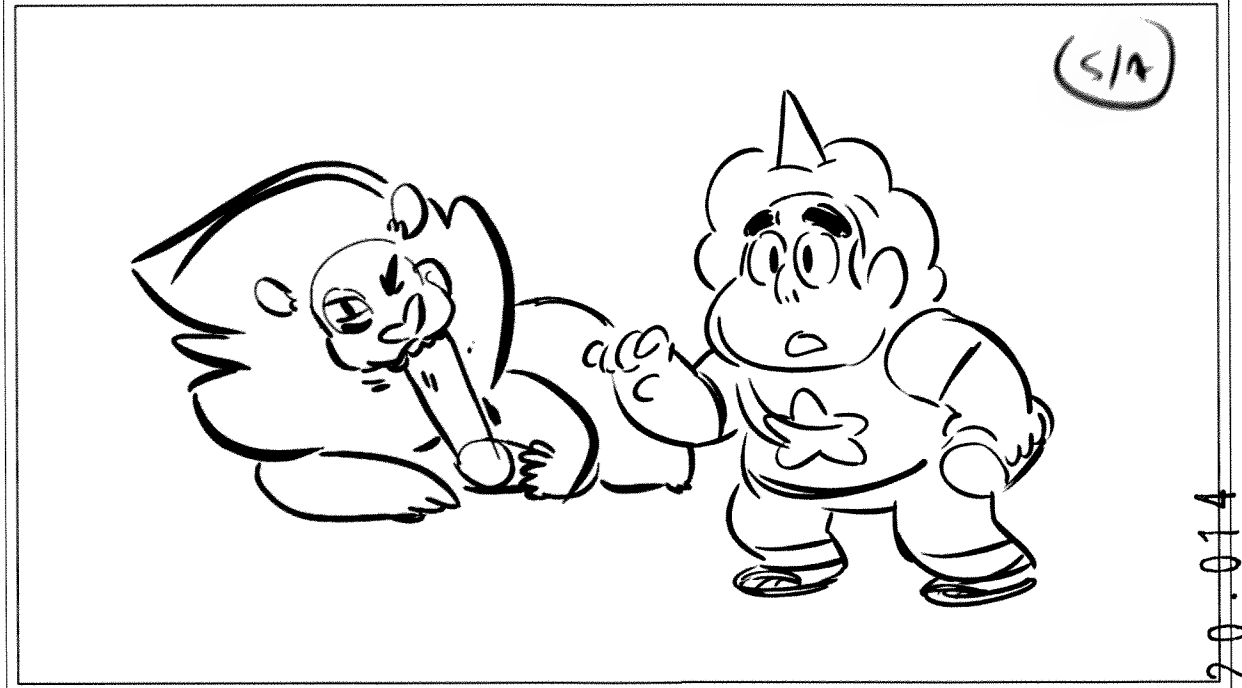
Dialogue
O/S Pearl and Amethyst: <wrestling noises>

Action Notes
Steven looks on in disbelief / Lion chews hat band.

Slugging
0.04



Scene	Panel
34	2



Dialogue
STEVEN: W-

Action Notes
Steven gestures to O/S Pearl and Amethyst / Lion chews hat.

Slugging
Panels 2 + 3 = 1.08

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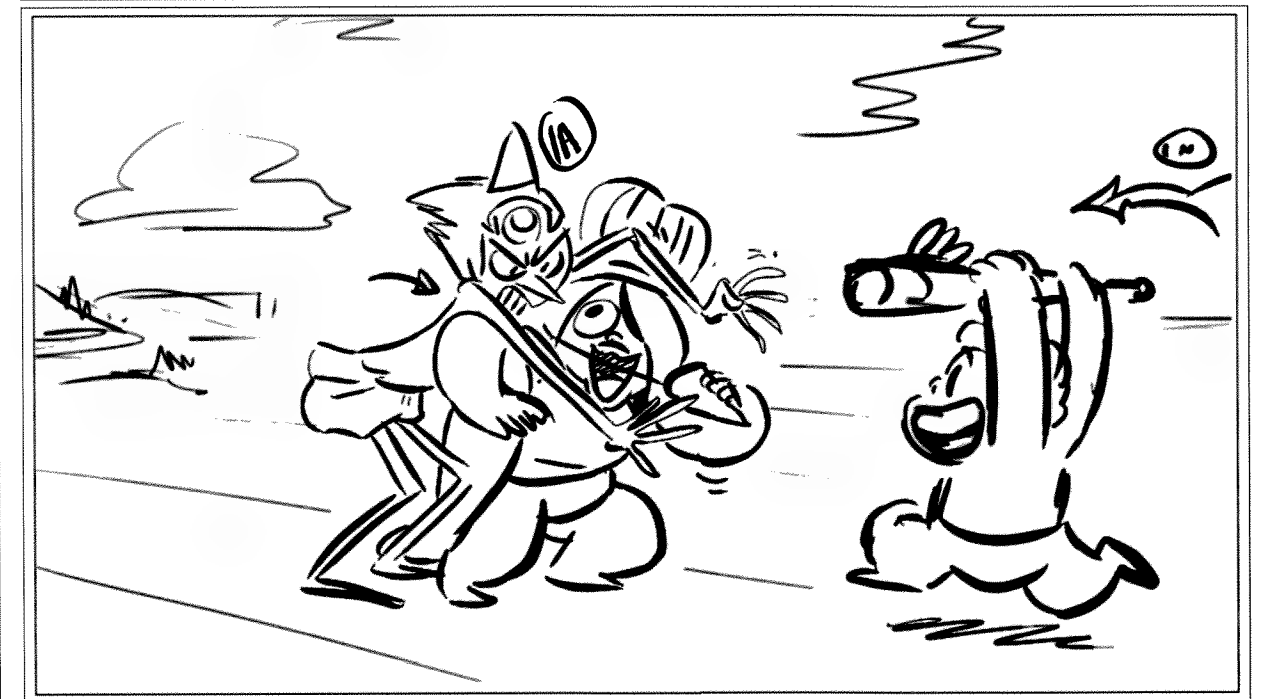
Scene	Panel
34	cont



Dialogue
STEVEN: -WAIT!!!

Action Notes
Steven gestures to O/S Pearl and Amethyst / Lion chews hat.

Scene	Panel
35	1



Action Notes
Pearl and Amethyst are wrestling over nose hat.

Steven runs IN - happily carries in aluminum baseball bat.

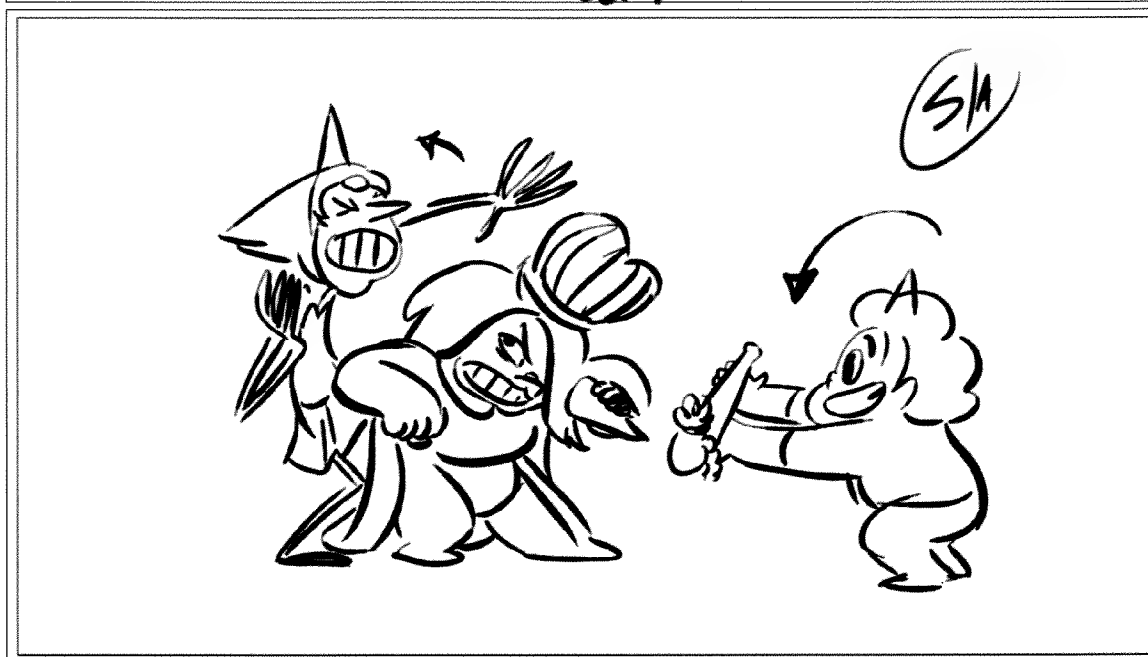
Slugging
0.09

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1020.014

1020.014

Scene	Panel
35	2

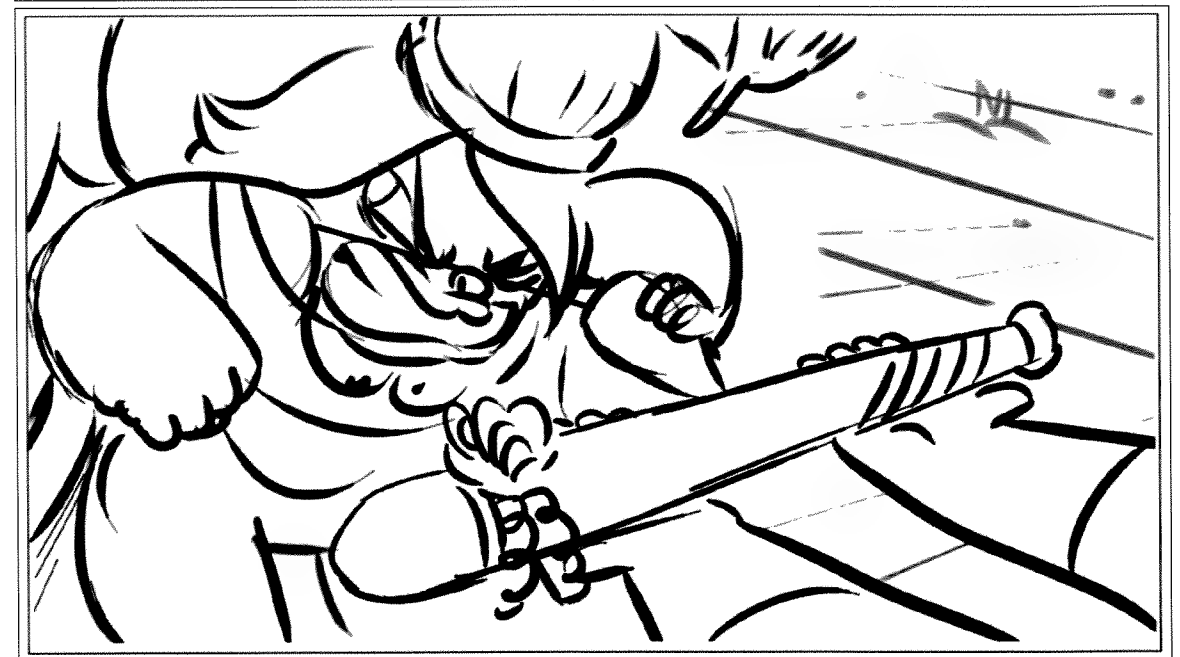


Dialogue
PEARL: NNG!

Action Notes
AMETHYST elbows PEARL, pushing her backward.
Steven gleefully offers it to Amethyst.

Slugging
0.12

Scene	Panel
36	1



Action Notes
-SP-

Slugging
0.04

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Scene 36 Panel 2



Dialogue
AMETHYST: AWW!

Action Notes
Amethyst Expresses love.

Slugging
0.04

Scene 36 Panel 3



Dialogue
AMETHYST: AWW!

Action Notes
The hat snaps back on AMETHYST's nose and she grabs the bat.

Slugging
1.09

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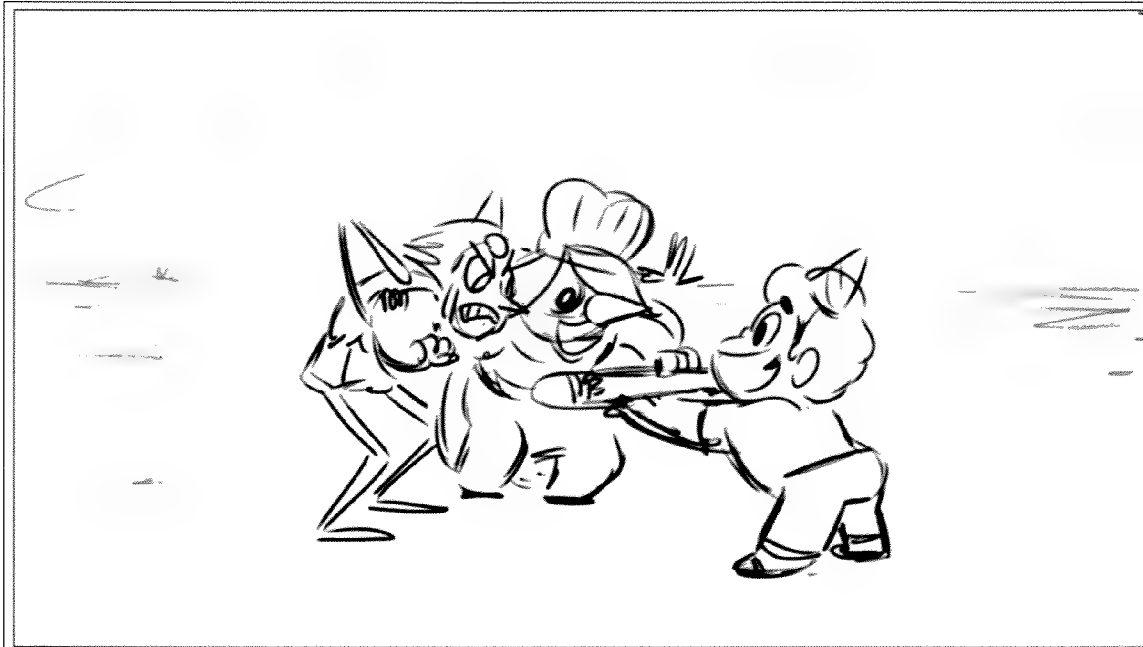
1020-014

Scene

37

Panel

1



Dialogue

AMETHYST: I'll use it...

Action Notes

-SP-

Slugging

0.09

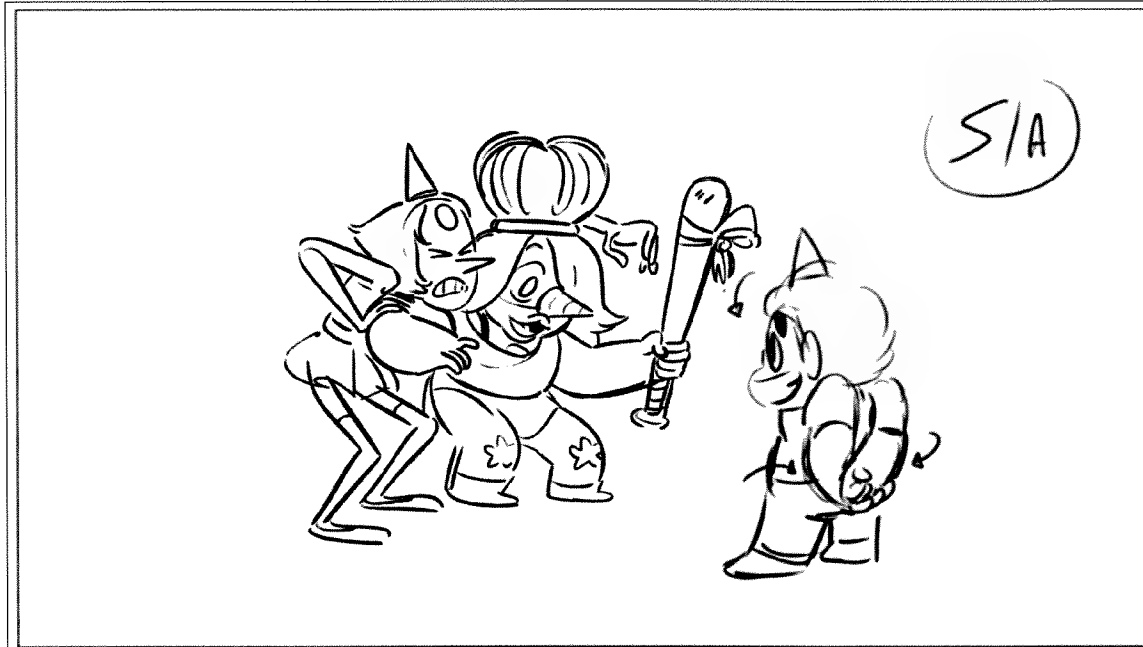
Scene

37

Panel 1

7 CONT

2



Dialogue

AMETHYST: ...all the time!

Action Notes

Amethyst looks at bat / Steven bashful

Slugging

1.02

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Scene 37 *CONT* Panel 3



Dialogue
STEVEN: GASP

Action Notes
Amethyst antics with bat and holds Pearl back / Steven reacts.

Slugging
1.02

Scene 37 *CONT* Panel 4



Dialogue
STEVEN: NO!!!

Action Notes
Steven (worried) yells / Pearl and Amethyst freeze and look at Steven.

Slugging
1.12

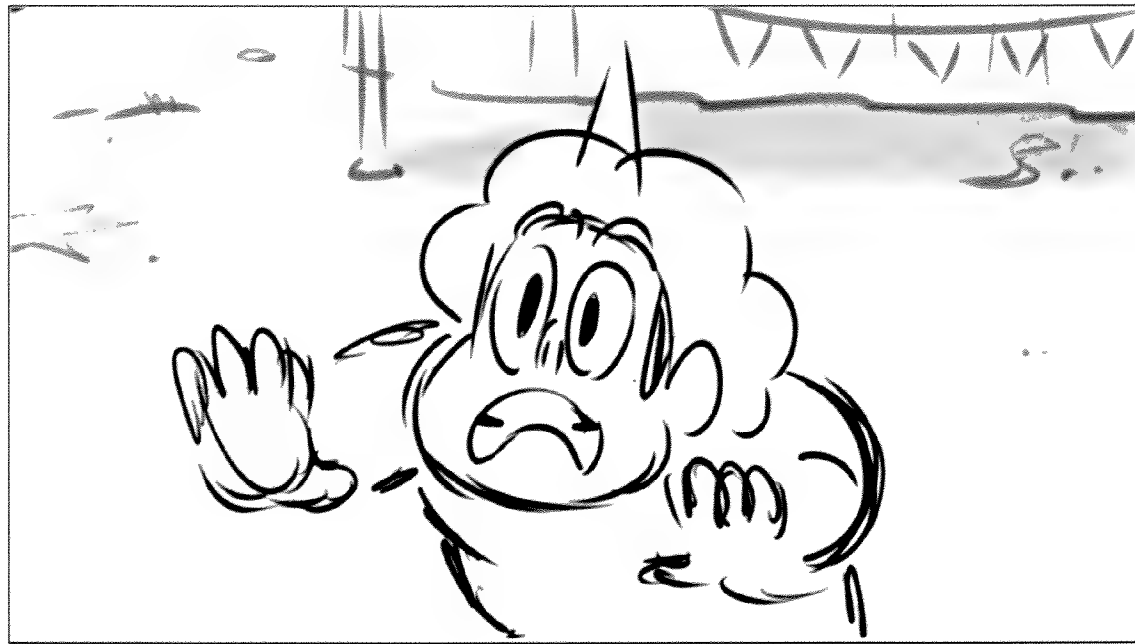
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Scene	Panel
38	1



Action Notes
-SP-

Slugging
0.06

Scene	Panel
38	2

CONT



Dialogue
STEVEN: It's for the

Action Notes
Steven gestures sternly.

Slugging
Panels 2 + 3 = 2.12

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1020.014

Scene	Panel
38	cont 3



Dialogue
STEVEN: pinata?

Action Notes
Steven gestures sternly.

Scene	Panel
39	1



Dialogue
STEVEN (os): The pinata is an...

Action Notes
C-U Pinata.

Slugging
1.09



Scene	Panel
39	cont



Dialogue

AMETHYST: UNG!

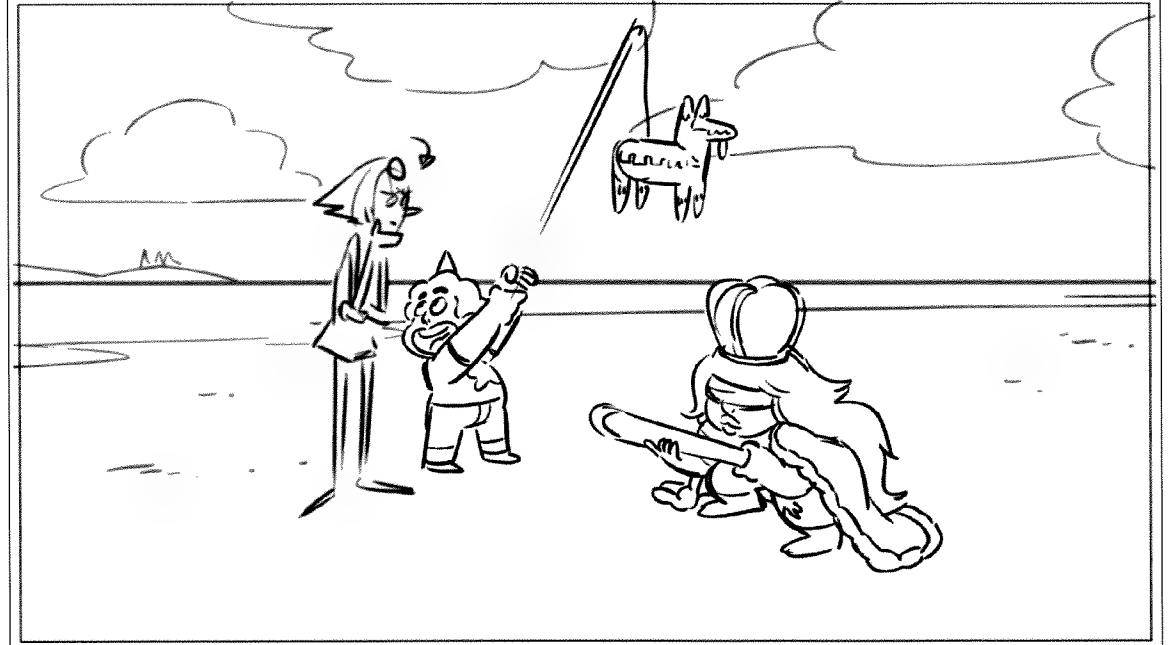
Action Notes

Amethyst swings bat thru the scene / Pinata is pulled UP and left.

Slugging

0.14

Scene	Panel
40	1



Dialogue

STEVEN:artifact...

Action Notes

Steven dangles pinata over amethyst.

Pinata bounces up and down from cord.

Slugging

Panels 1 + 2 = 0.13

Notes

Need a SP to H.U. to previous scene.

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1020.014

Scene	Panel
40	CONT 2



Dialogue

STEVEN:artifact...

Action Notes

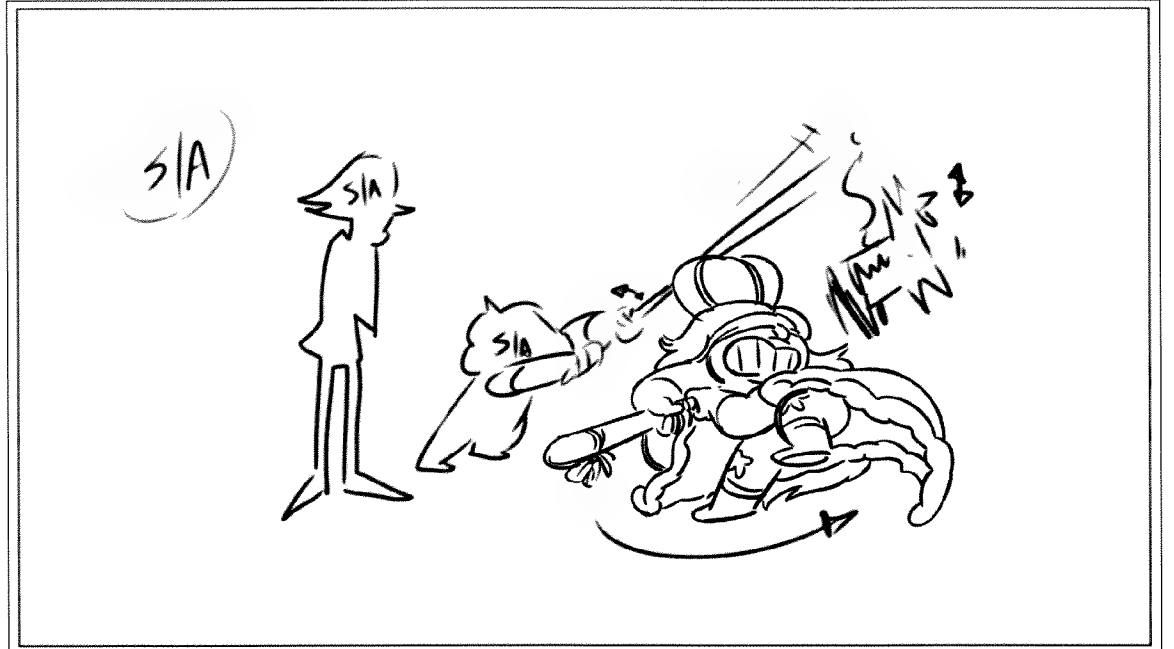
Steven dangles pinata over amethyst.

Pinata bounces up and down from cord.

Notes

Need a SP to H.U. to previous scene.

Scene	Panel
40	CONT 3



Dialogue

STEVEN: ...from..

Action Notes

Amethyst Antics.

Slugging

0.06

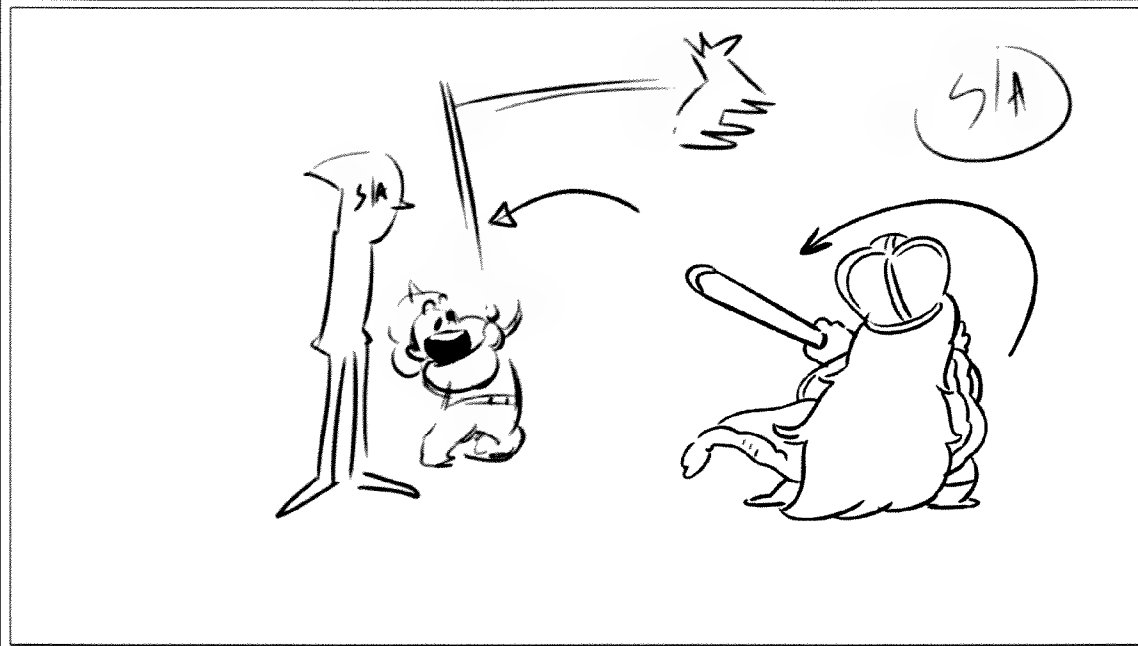
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1020.014

Scene	Panel
40	cont 4



Dialogue
STEVEN:ancient...

Action Notes
And swings bat just as Steven pulls pinata away.

Slugging
0.08

Scene	Panel
41	1



Dialogue
STEVEN:ancient aqua...

Action Notes
-SP-

Slugging
0.08

Notes
H.U. Steven to previous scene.

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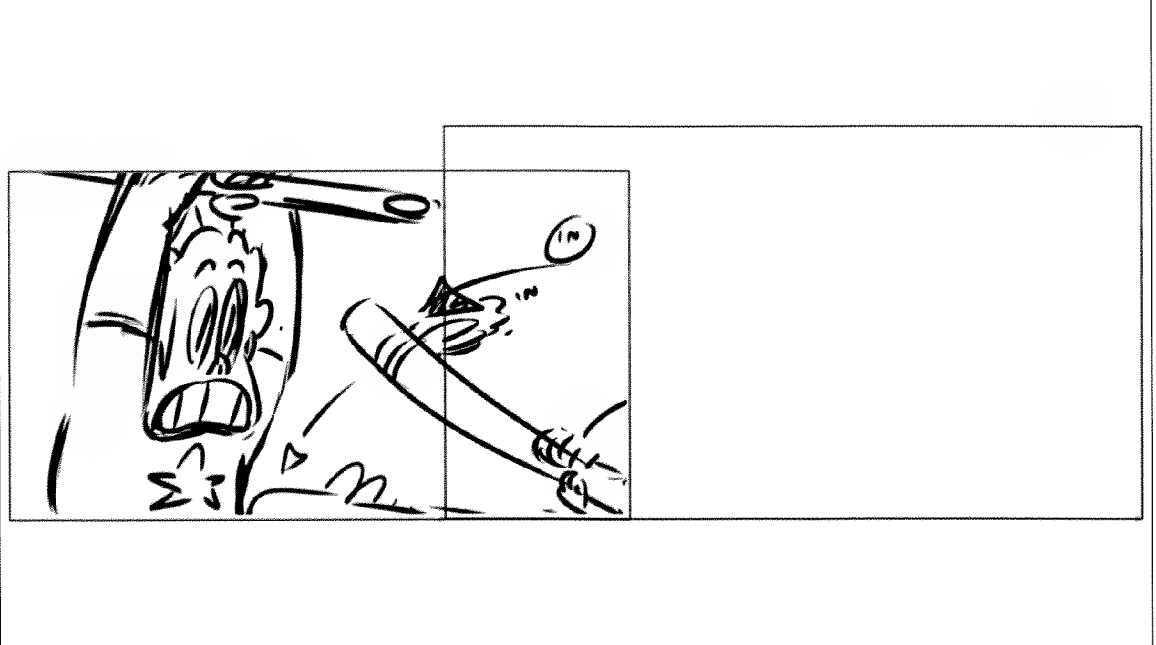


Scene	Panel
41	CONT 2



Dialogue
STEVEN:Mexico.
AMETHYST (os): UNG!
Action Notes
Steven raises hand.
Slugging
1.04

Scene	Panel
41	CONT 3



Dialogue
STEVEN: AAAARG!!!
Action Notes
Steven lifts stick and jumps out of the way as Amethyst swings bat thru scene.
Slugging
HOLD: 1.01

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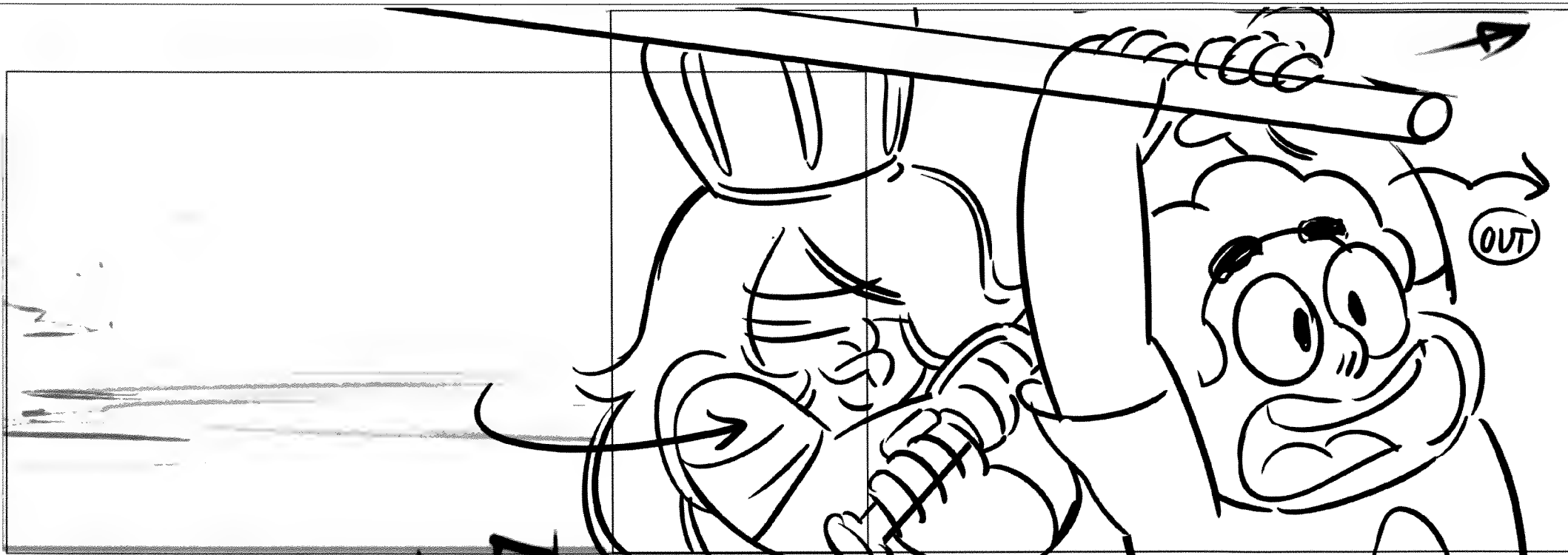
1020.014

Scene

Panel

41 *cont*

4



Dialogue

STEVEN: AAAARG!!!

Action Notes

Camera ADJ screen right with Steven as he screams and runs OUT screen right.

Slugging

ADJ: 1.00

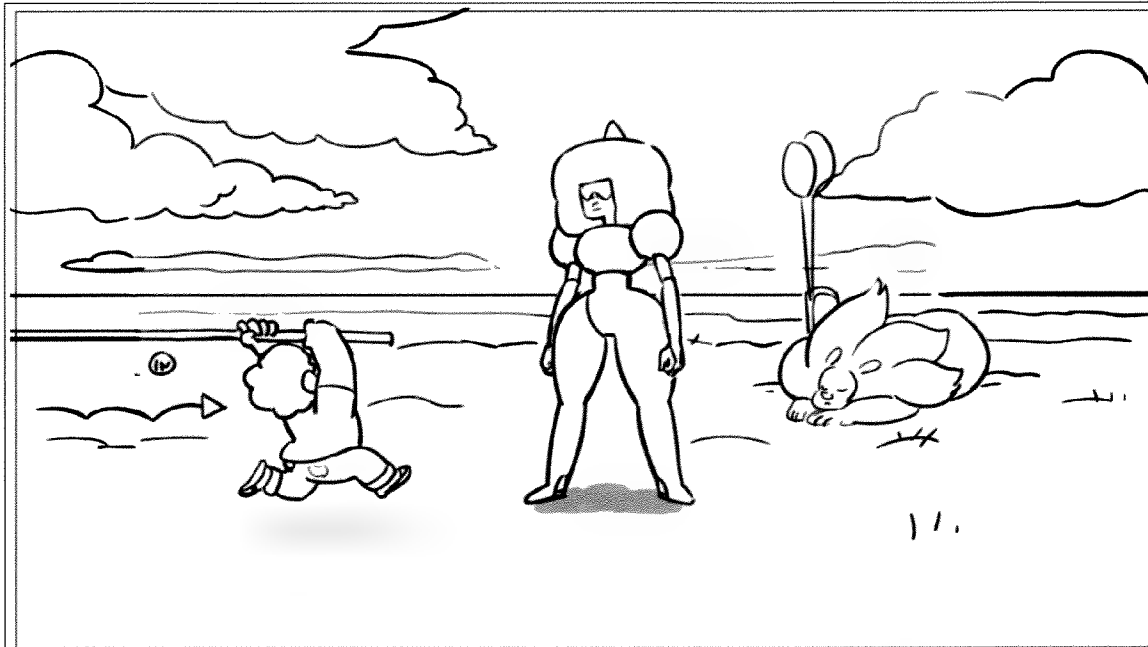
Then HOLD: 0.07

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1020.014

Scene	Panel
42	1



Dialogue

STEVEN: Garnet-Garnet-Garnet!

NO SHADOWS

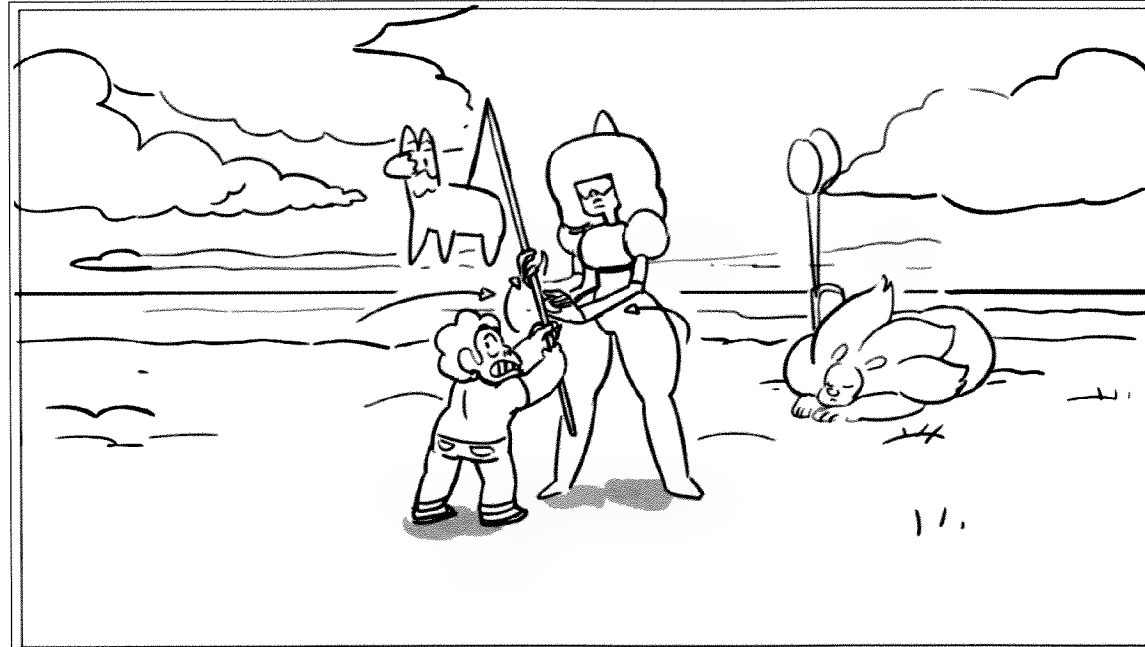
Action Notes

Steven runs IN screen left.

Slugging

0.07

Scene	Panel
42	2



Action Notes

Steven hands the pinata to Garnet.

Slugging

0.08

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1020.014

Scene	Panel
42	CONT 3



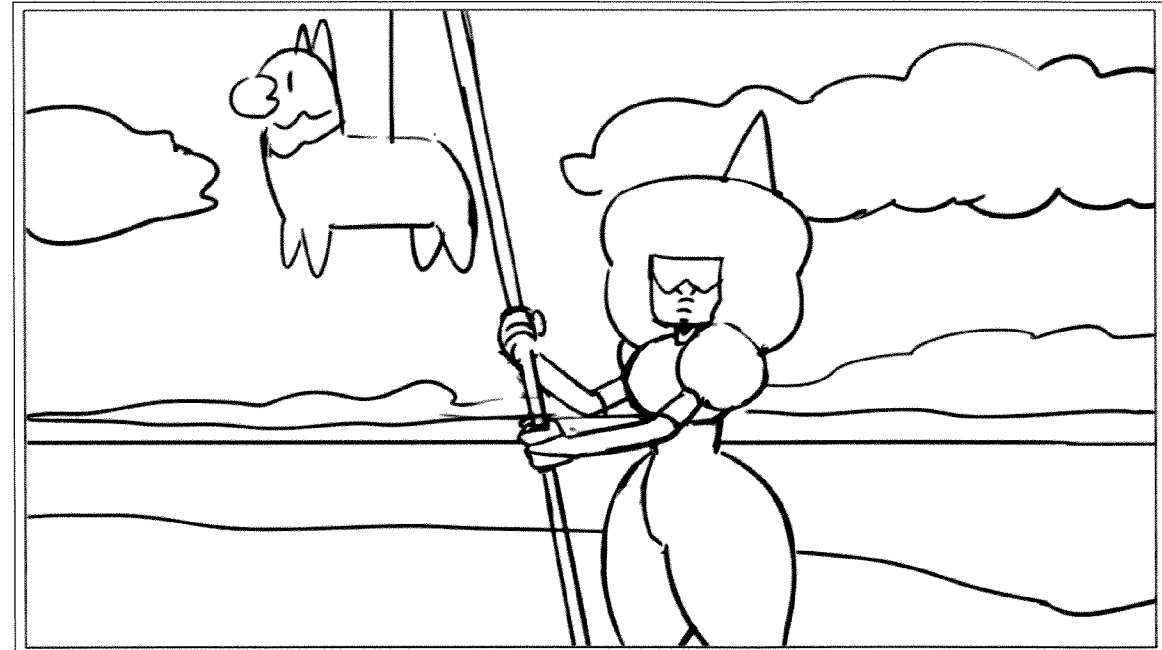
Action Notes

Steven ducks behind Garnet's leg.

Slugging

1.00

Scene	Panel
43	1



Slugging

0.12

Notes

HU Garnet head to previous scene.

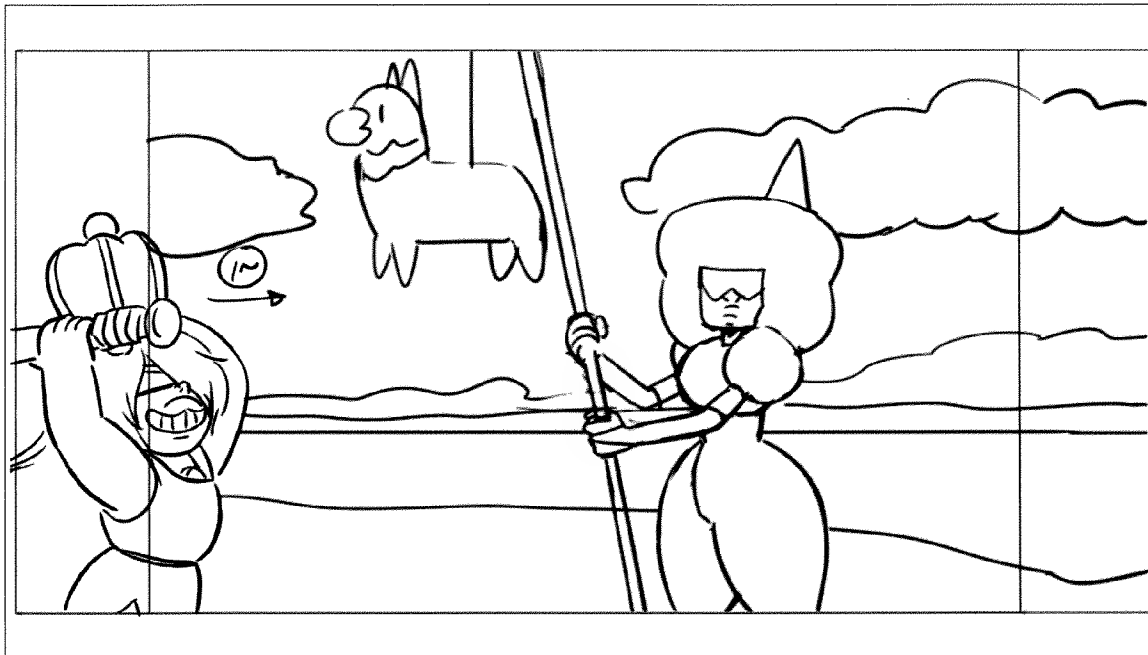
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1020.014

Scene 43 *CONT* Panel 2



Action Notes

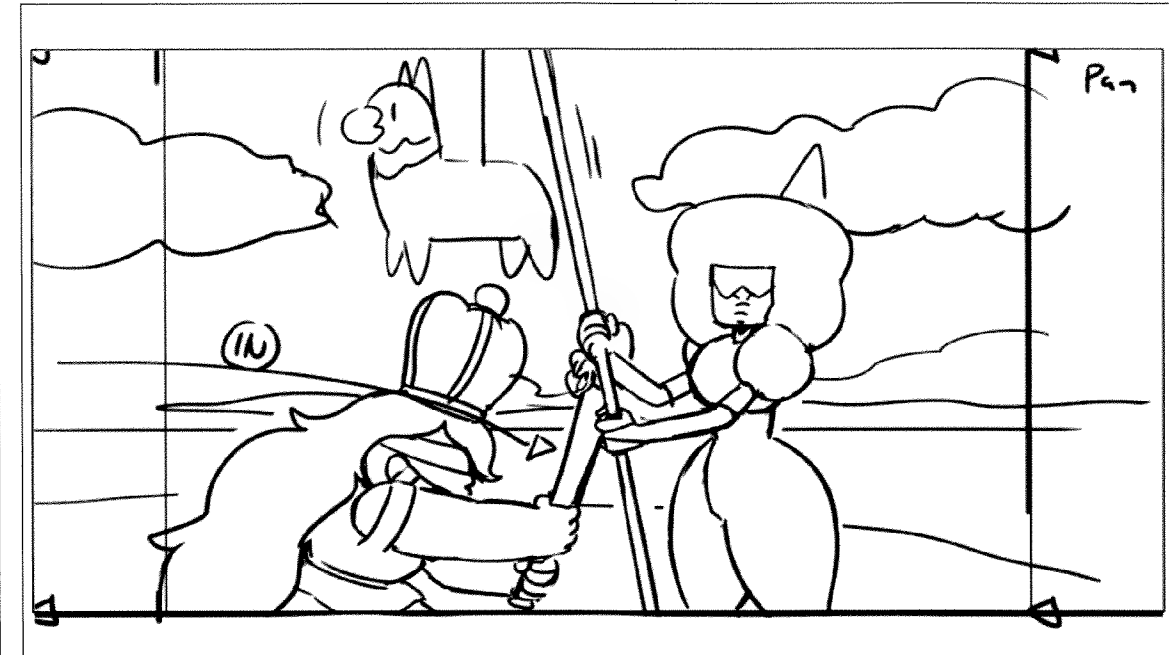
>WAP!< The pole rattles, but Garnet doesn't react.

Camera ADJ screen left as Amethyst runs IN.

Slugging

Panels 2 + 3 = ADJ: 0.05

Scene 43 *CONT* Panel 3



Action Notes

>WAP!< The pole rattles, but Garnet doesn't react.

Camera ADJ screen left as Amethyst runs IN.

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1020.014

Scene	Panel
43	4

CONT



Dialogue

AMETHYST: Am I...

Action Notes

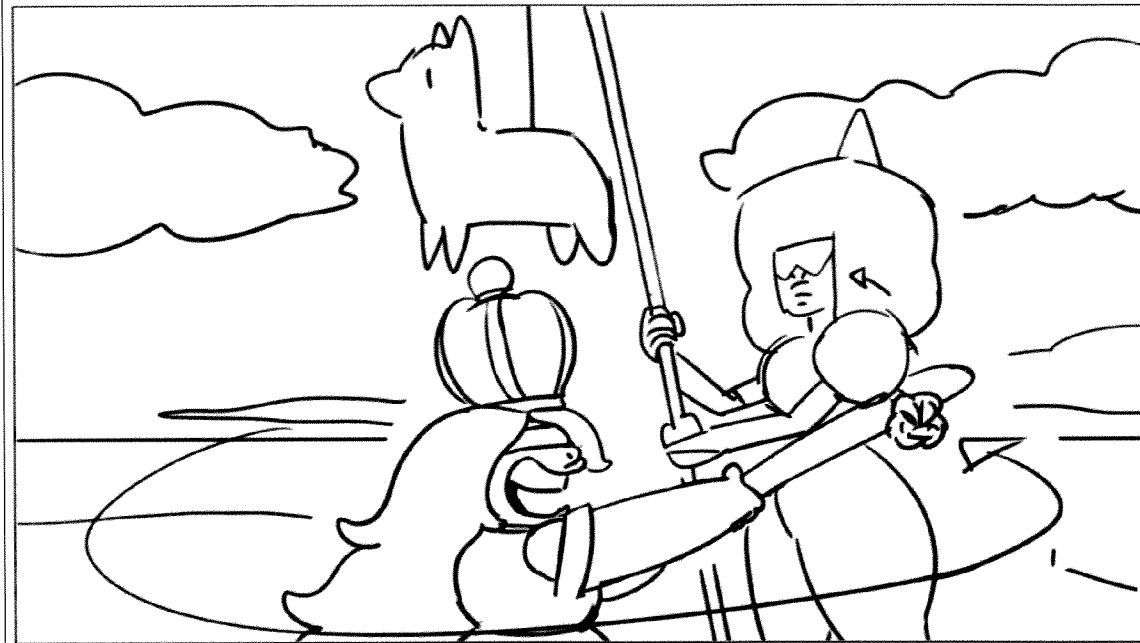
Amethyst antics back, preparing to swing.

Slugging

0.14

Scene	Panel
43	5

CONT



Action Notes

>WAP< Garnet casually turns to look at Amethyst.

Slugging

0.08

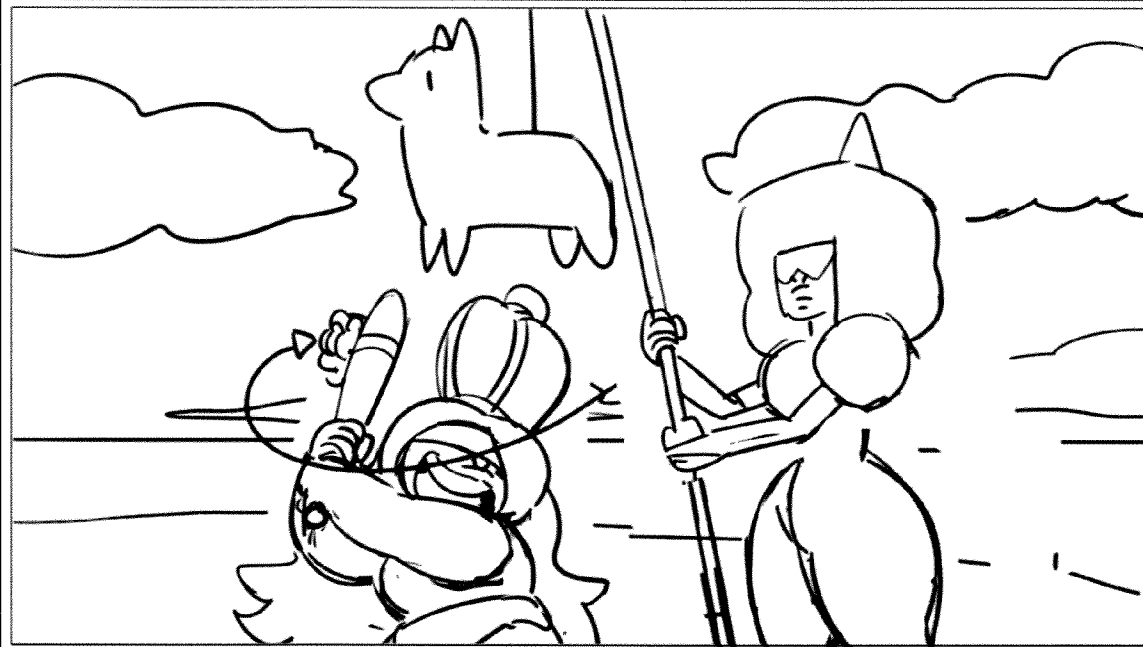
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1020.014

Scene 43 Panel 6
CONT



Dialogue

AMETHYST: ...Getting...

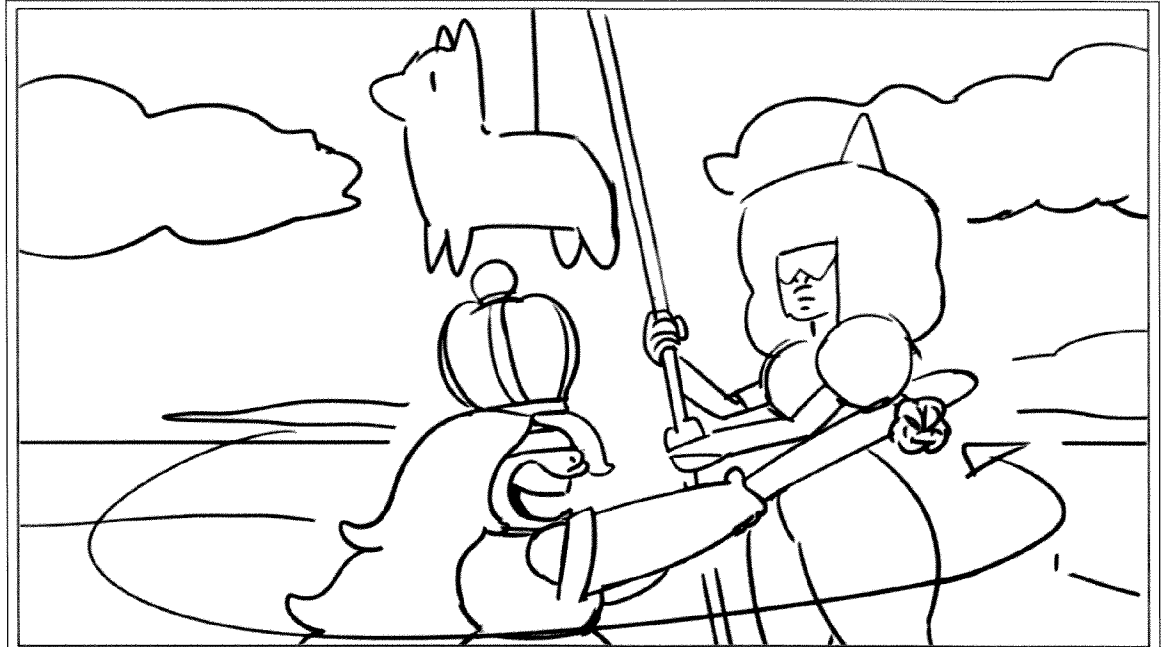
Action Notes

Amethyst antics back, preparing to swing.

Slugging

0.10

Scene 43 Panel 7
CONT



Action Notes

>WAP<

Slugging

0.08

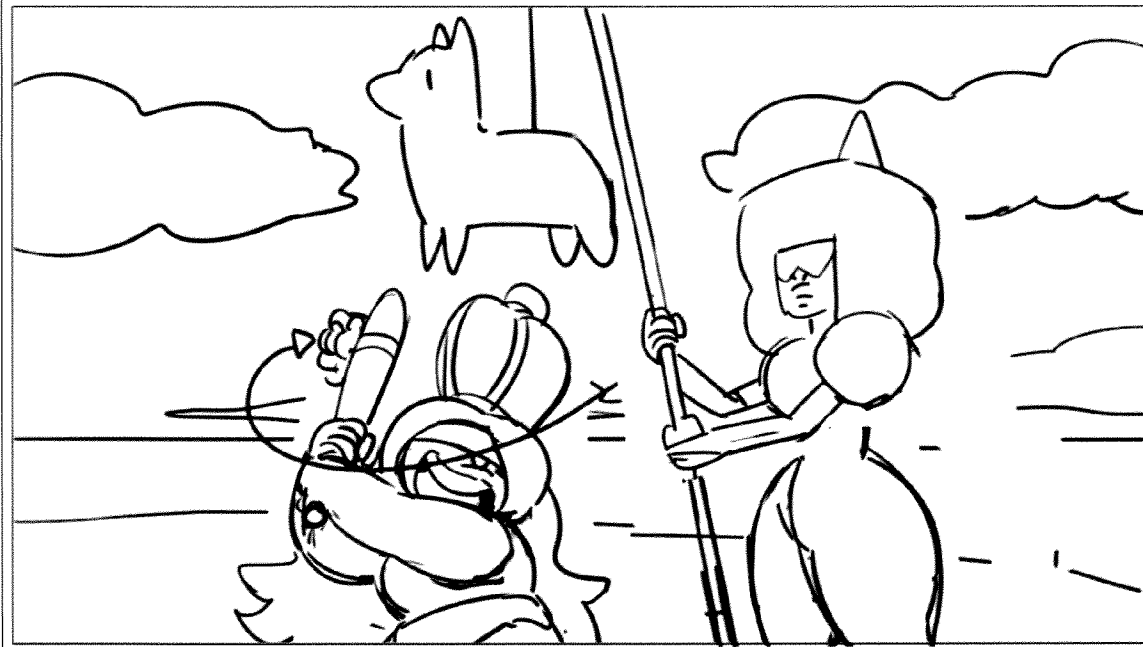
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Scene	Panel
43	<i>CONT</i>
	8



Dialogue

AMETHYST: ...close??

Action Notes

Amethyst prepares to swing again.

Slugging

0.10

Scene	Panel
43	<i>CONT</i>
	9



Slugging

0.06

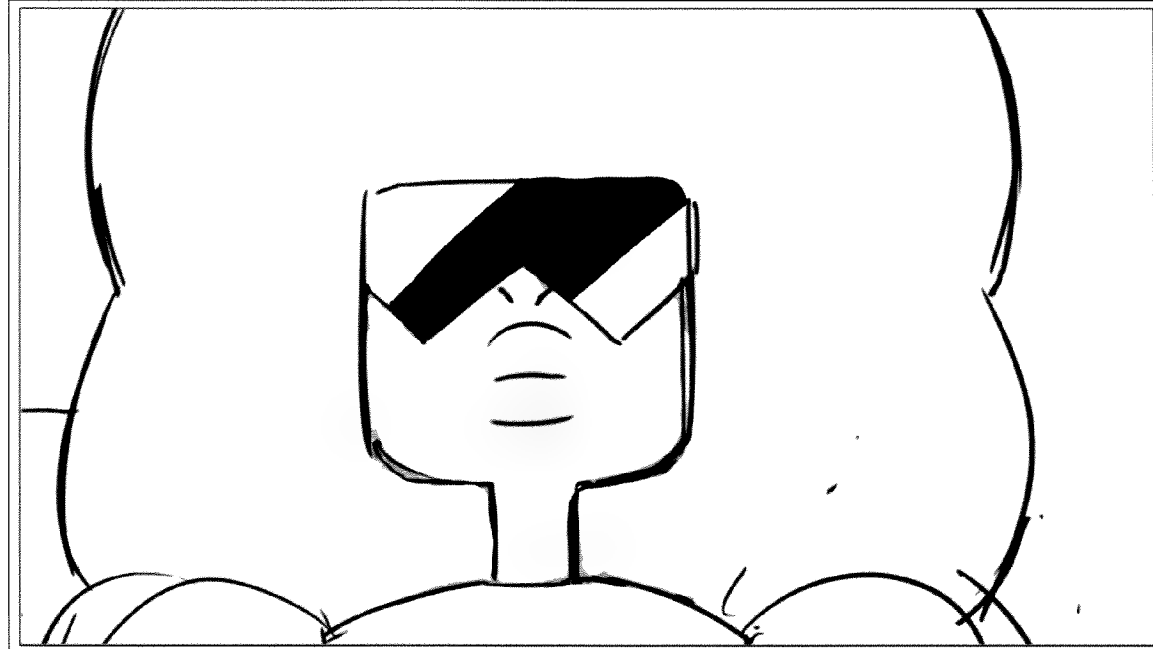
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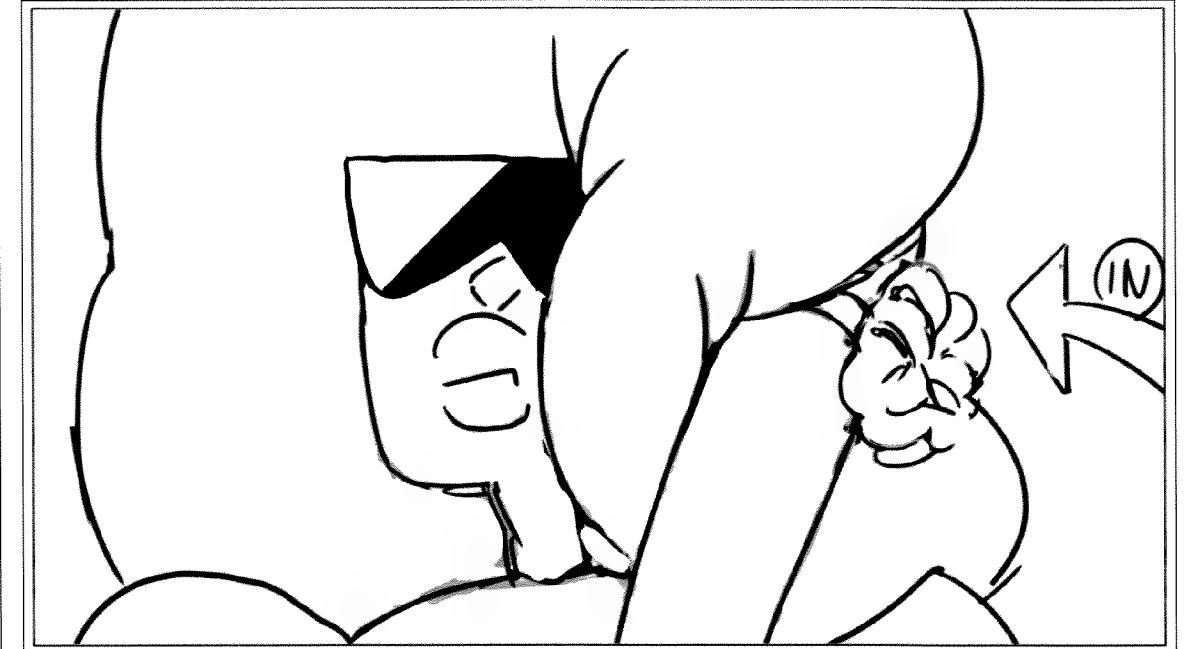
1020.014

Scene	Panel
44	1



Slugging
0.07

Scene	Panel
44	2



Action Notes
Amethyst bat swings IN screen right.

Slugging
0.15

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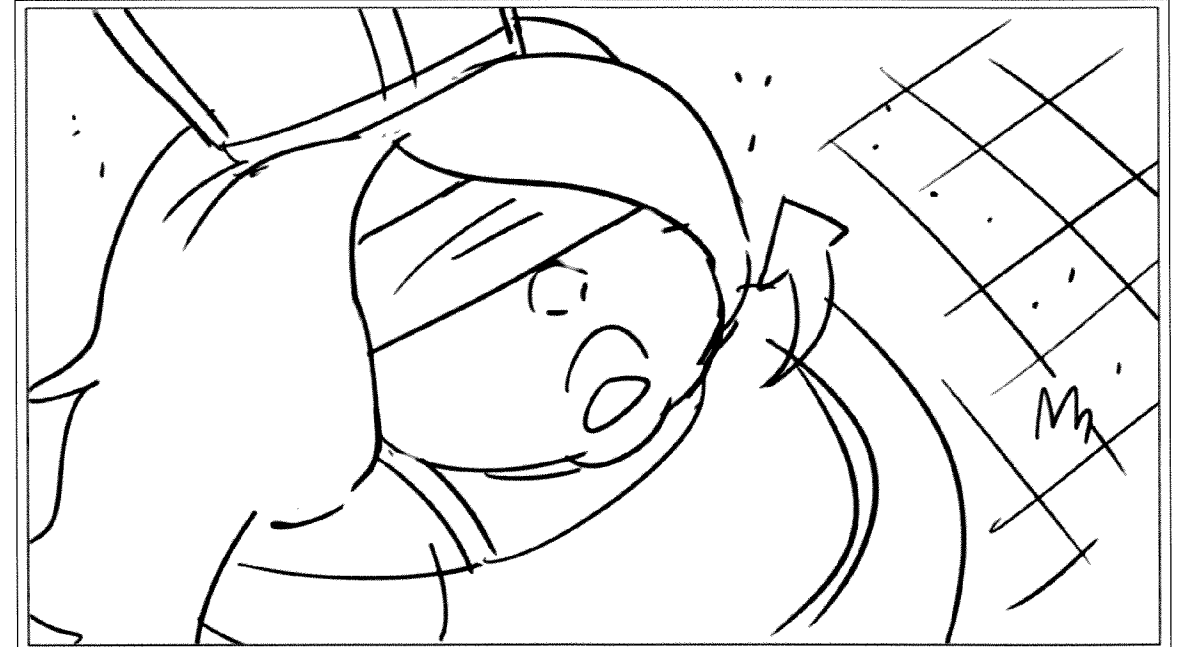
Scene	Panel
44	cont 3



Dialogue
GARNET: Higher.

Slugging
1.07

Scene	Panel
45	1



Action Notes
Amethyst looks up.

Slugging
Panels 1 + 2 = 0.09

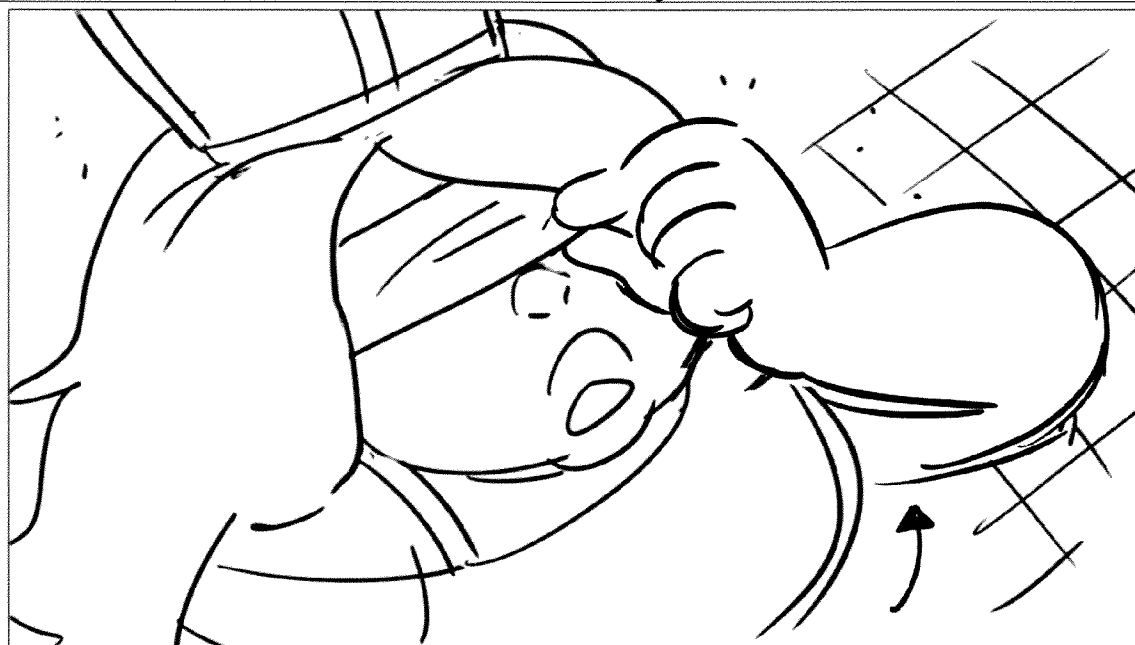
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Scene	Panel
45	cont 2



Scene	Panel
45	cont 3



Action Notes

Amethyst raises her blindfold from one eye to sneak a peak at where the pinata is.

Slugging

0.12

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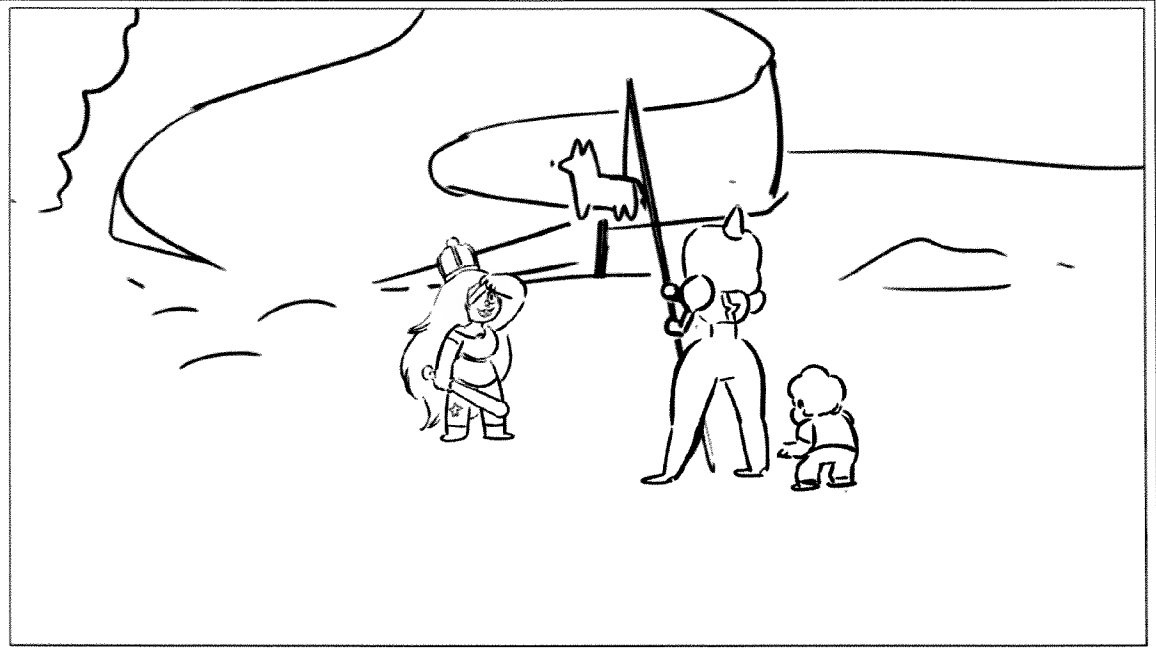
1020.014

1020.014

1020.014



Scene	Panel
46	1

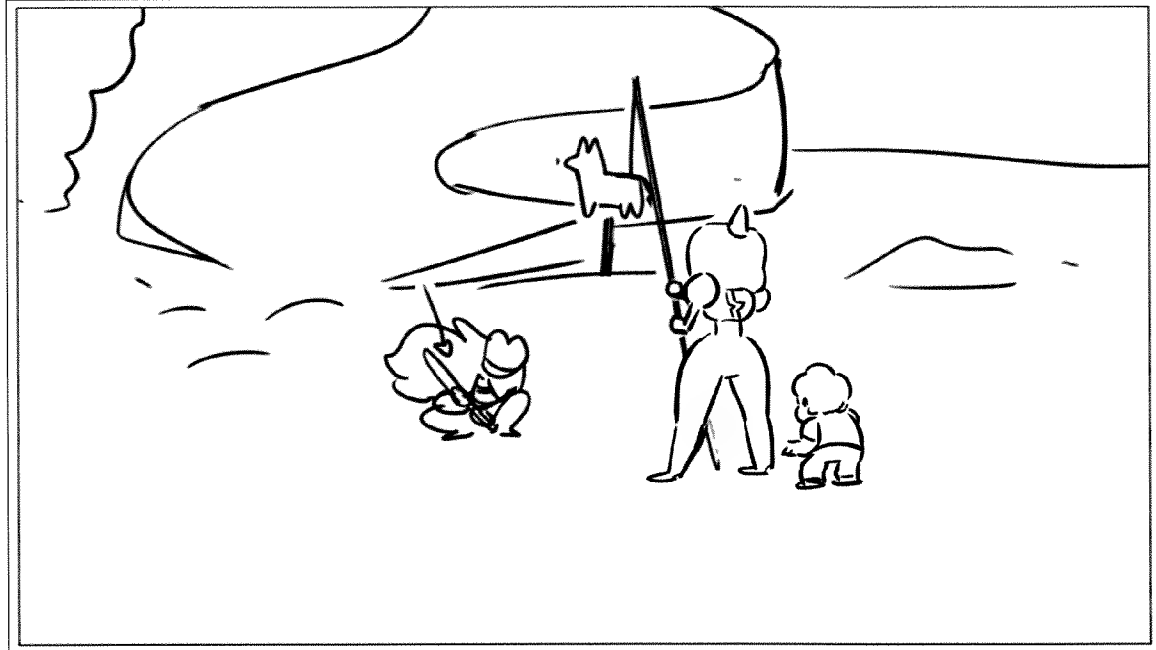


Action Notes
Amethyst antics down to prepare to jump.

Slugging
Panels 1 + 2 = 0.08

Notes
Need -SP- for Amethyst for H.U. to previous scene.

Scene	Panel
46	2



Action Notes
Amethyst antics down to prepare to jump.

Notes
Need -SP- for Amethyst for H.U. to previous scene.

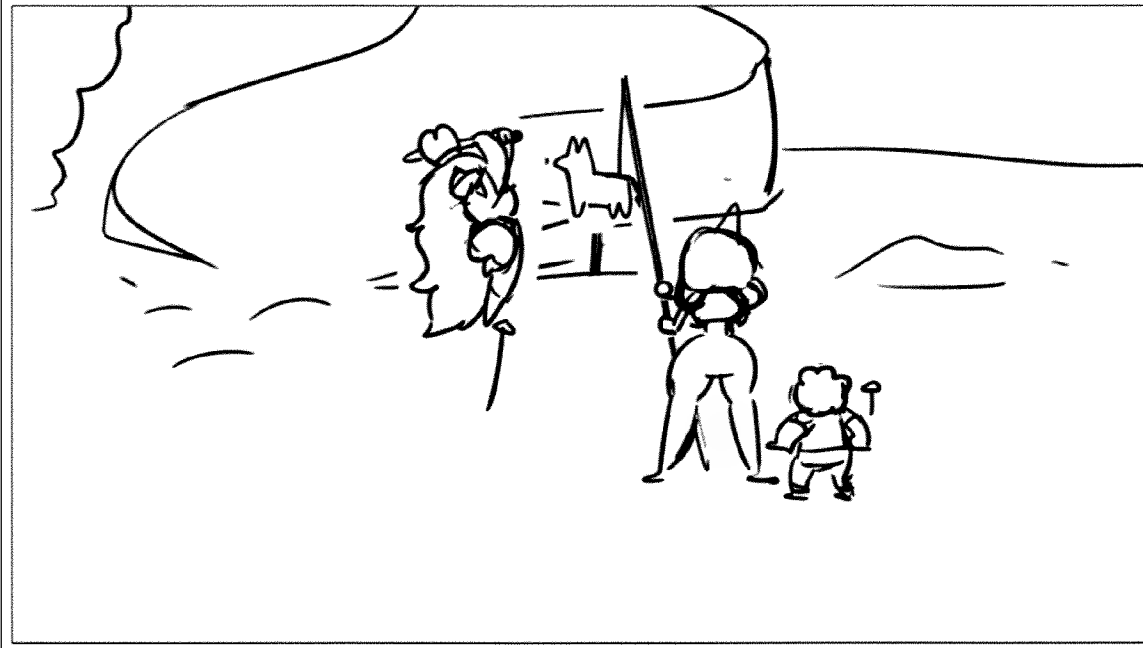
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1020.014

Scene	Panel
46	CONT 3

**Action Notes**

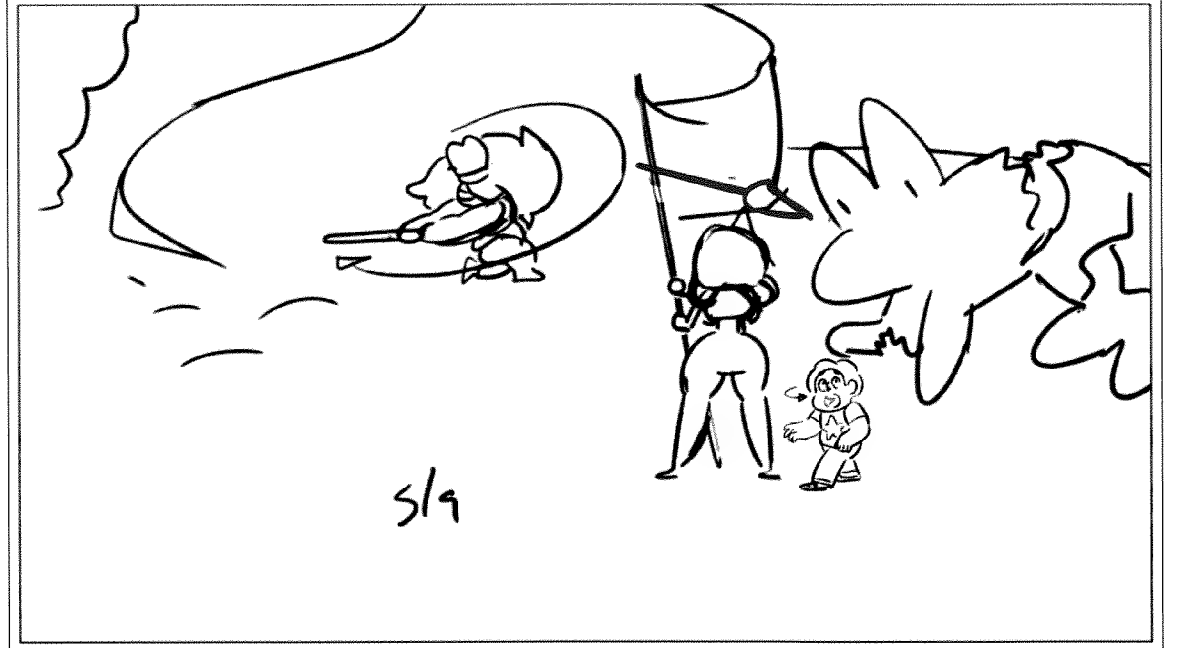
Amethyst jumps UP and swings the bat behind her - preparing to hit the pinata.

Steven stands up.

Slugging

0.07

Scene	Panel
46	CONT 4

**Dialogue**

SFX: *WHACK!*

Action Notes

Amethyst hits the pinata. Pinata flies towards the camera right really fast.

Steven turns to look at the pinata fly away.

Slugging

0.10

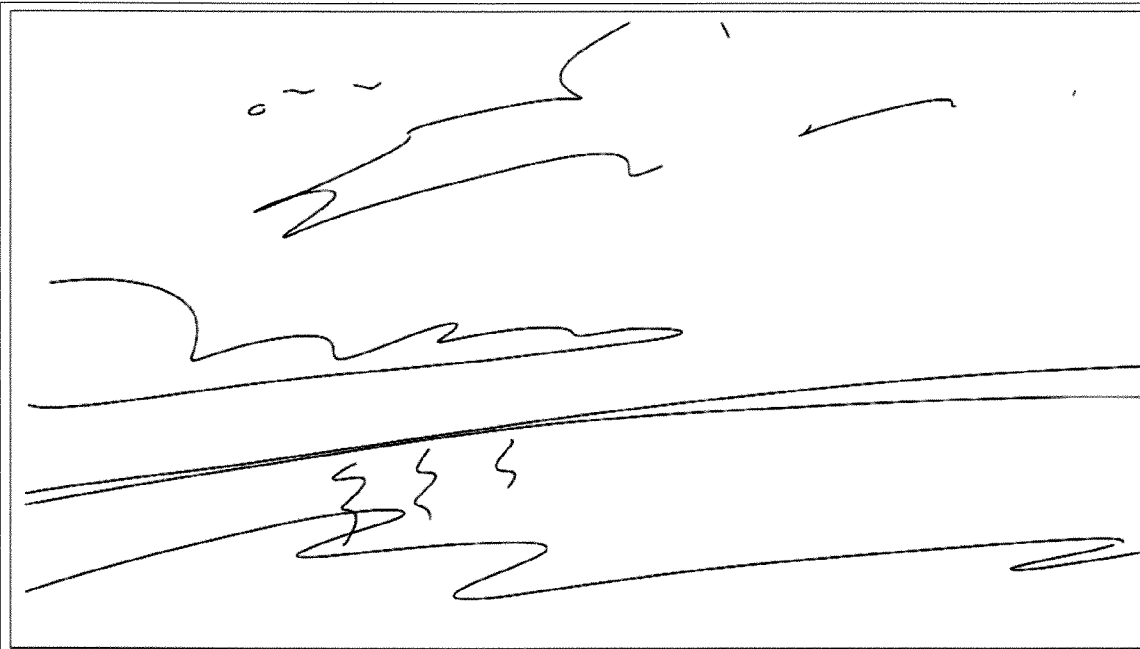
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Scene	Panel
47	1



Slugging
0.04

Scene	Panel
47	2



Action Notes
Pinata IN screen left, over the ocean. Flying towards the horizon.
PINATA is broken

Slugging
Panels 2 + 3 = 0.06

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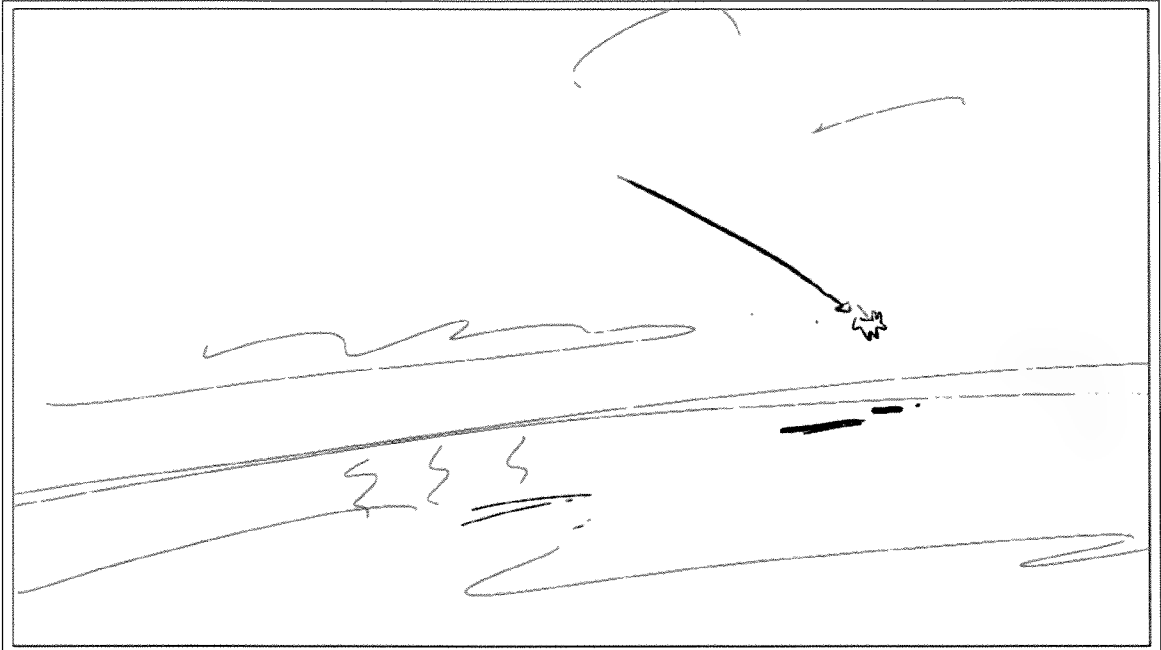
1020.014

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1020.014



Scene	Panel	
	47	CONT
		3



Action Notes

Pinata IN screen left, over the ocean. Flying towards the horizon.

Scene	Panel	
	47	CONT
		4



Action Notes

Pinata OUT.

Slugging

0.10

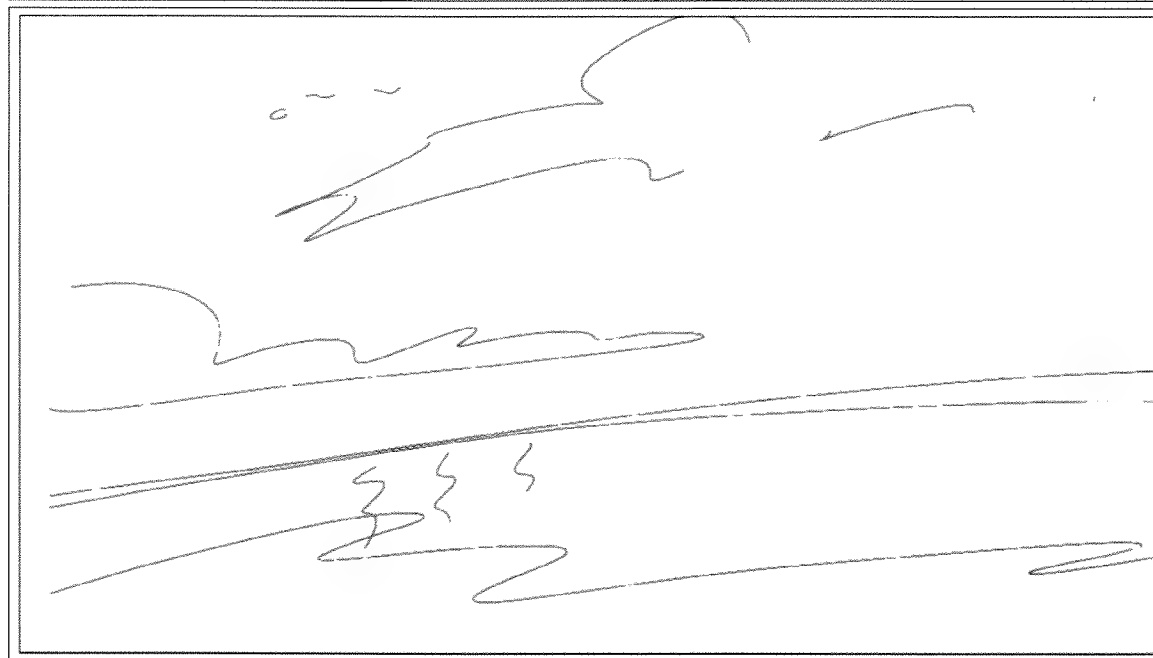
JUL 19 2013

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1020-014

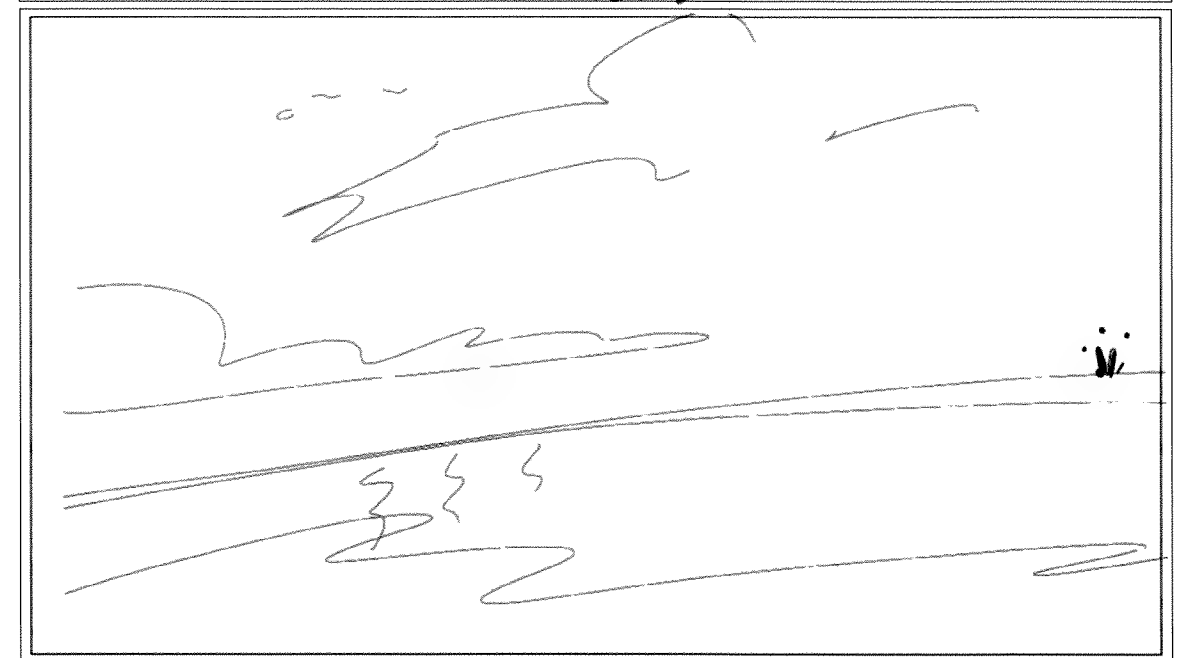
1020-014

Scene 47 *CONT* Panel 5



Slugging
1.10

Scene 47 *CONT* Panel 6



Dialogue
SFX: *SPLOOSH*

Action Notes
Pinata splashes in the ocean.

Slugging
1.05

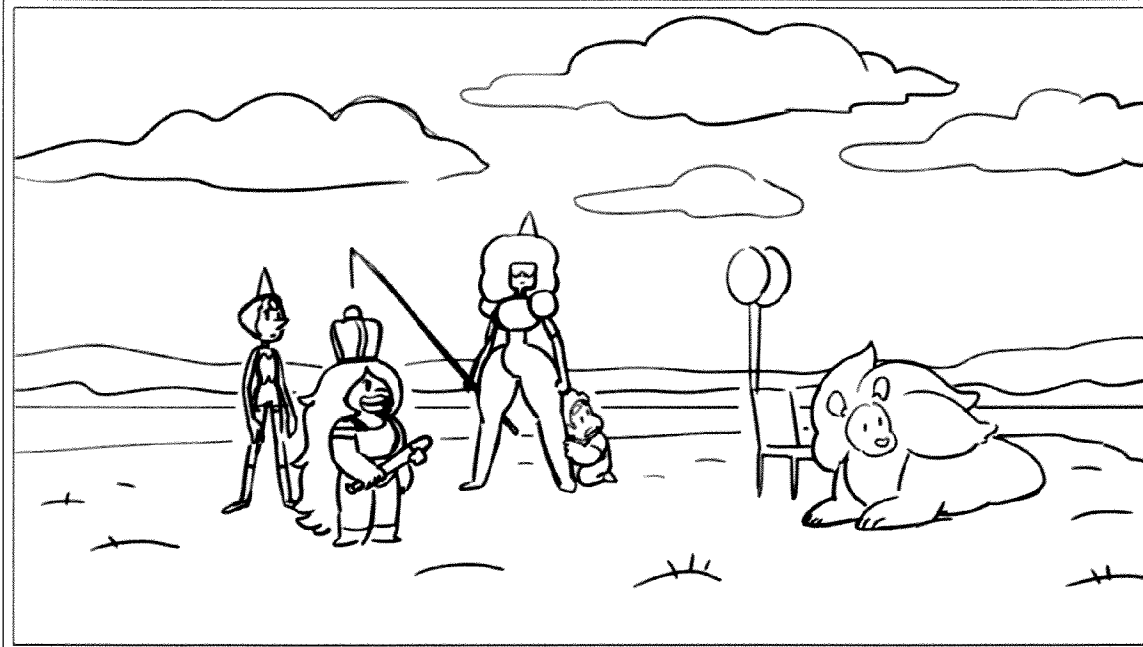
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1020-014

1020-014

Scene	Panel
48	1

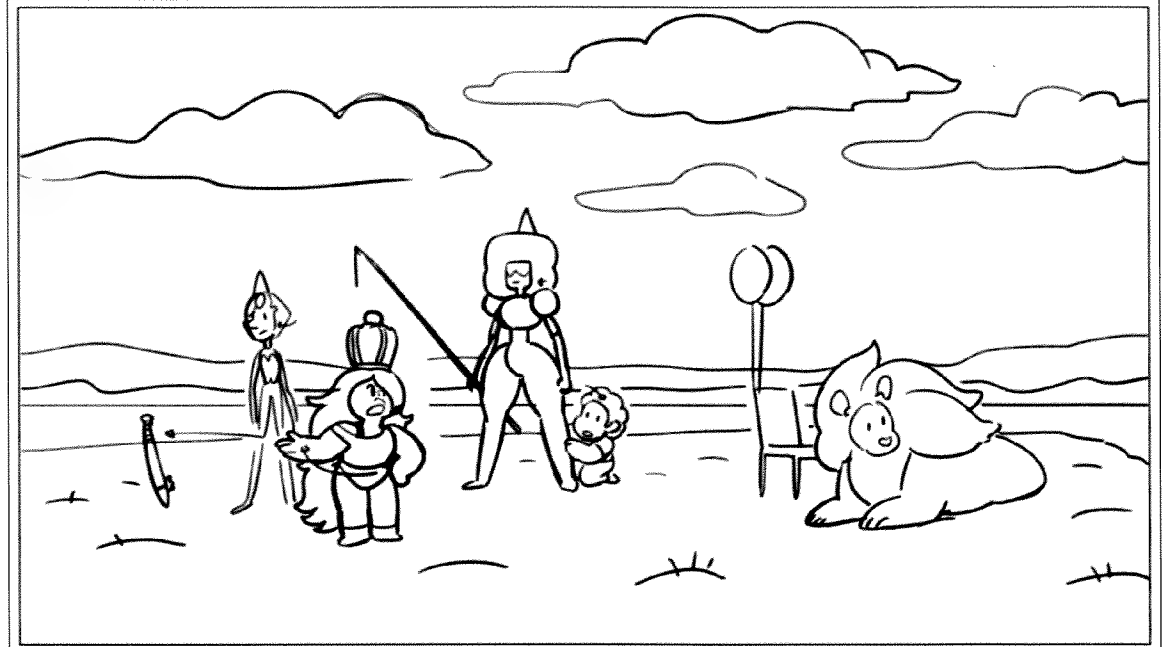


Dialogue
AMETHYST: Ha.

Slugging
1.03

Scene	Panel
48	2

cont



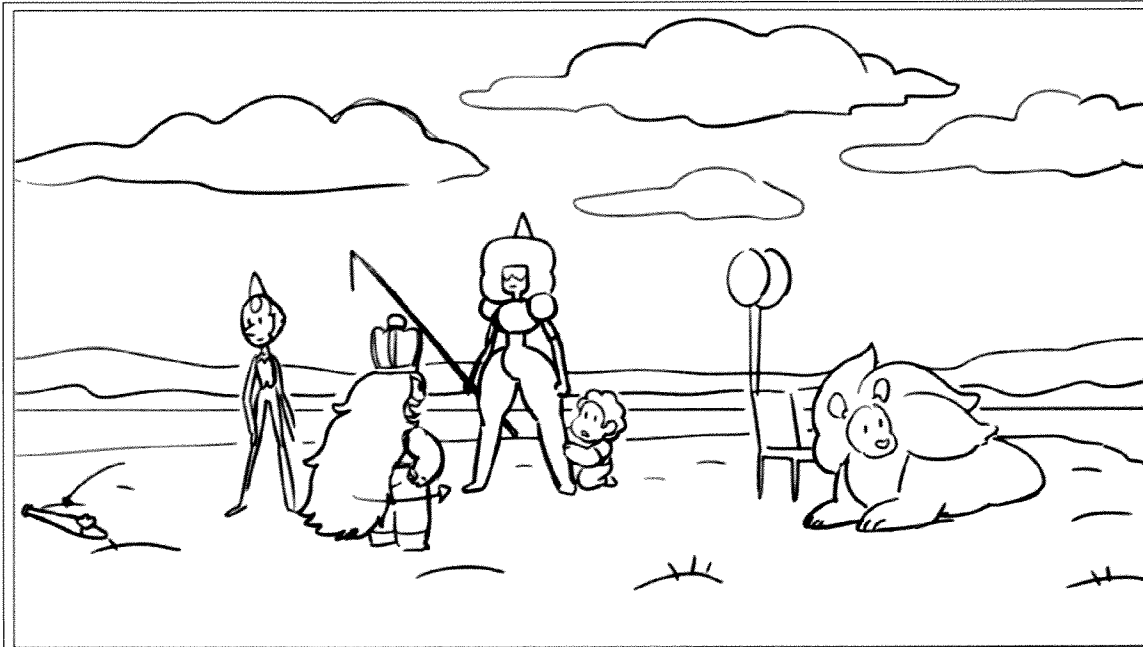
Dialogue
AMETHYST: What next,

Action Notes
Amethyst tosses the bat aside, Pearl watches the bat disapprovingly.

Slugging
0.13

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Scene	Panel
48	CONT 3



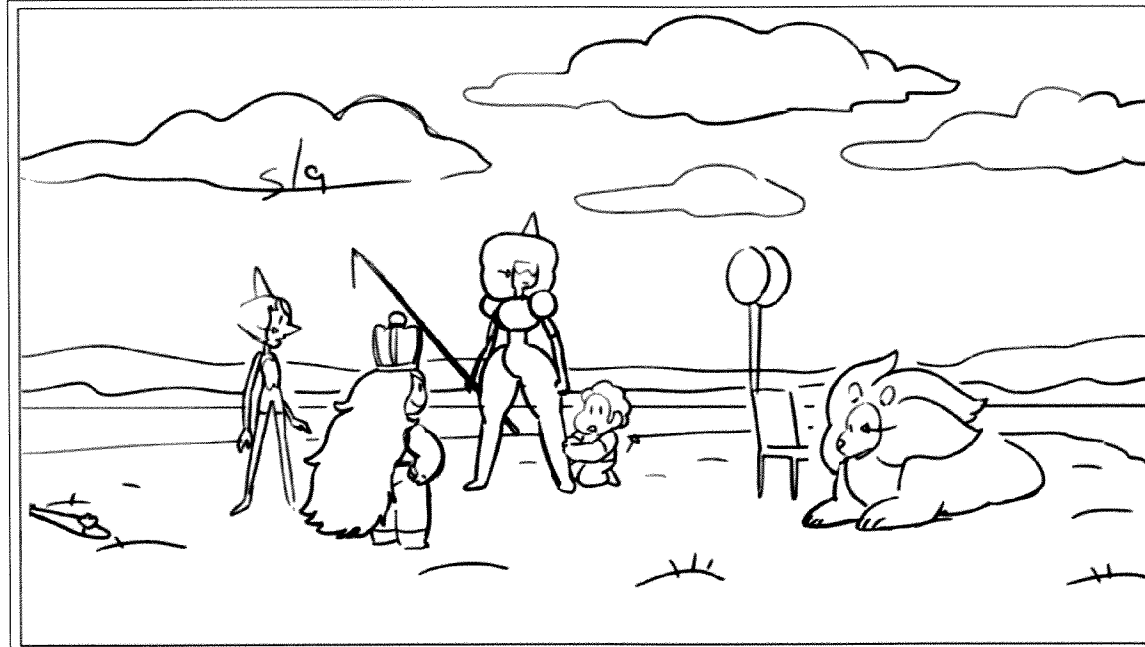
Dialogue

AMETHYST: ...Steven?

Slugging

0.05

Scene	Panel
48	CONT 4



Action Notes

Everyone turns to look at Steven.

Slugging

0.12

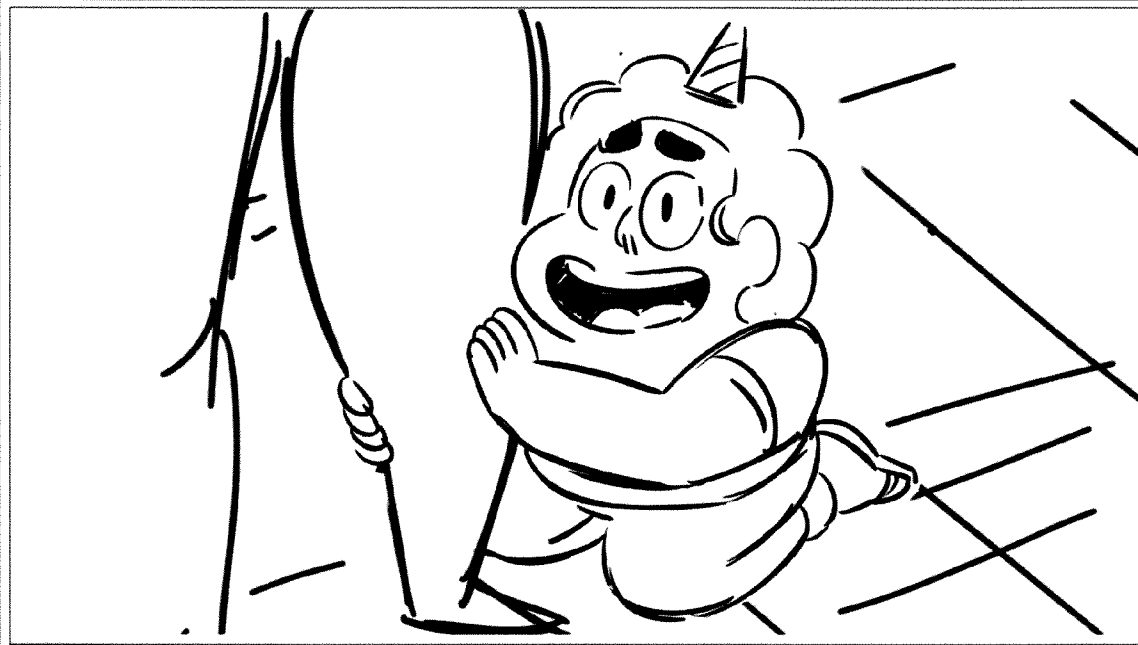
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1020.014

1020.014

Scene	Panel
49	1



Dialogue
STEVEN: Well,

Slugging
Panels 1 to 4 = 4.14

Notes
H.U. Steven to previous scene.

Scene	Panel
49	2



Dialogue
STEVEN: you were supposed to get

Notes
H.U. Steven to previous scene.

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Scene 49 Panel 3
CONT



Dialogue
STEVEN: delicious candy

Notes
H.U. Steven to previous scene.

Scene 49 Panel 4
CONT



Dialogue
STEVEN: when you broke...

Notes
H.U. Steven to previous scene.

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1020.014

1020.014

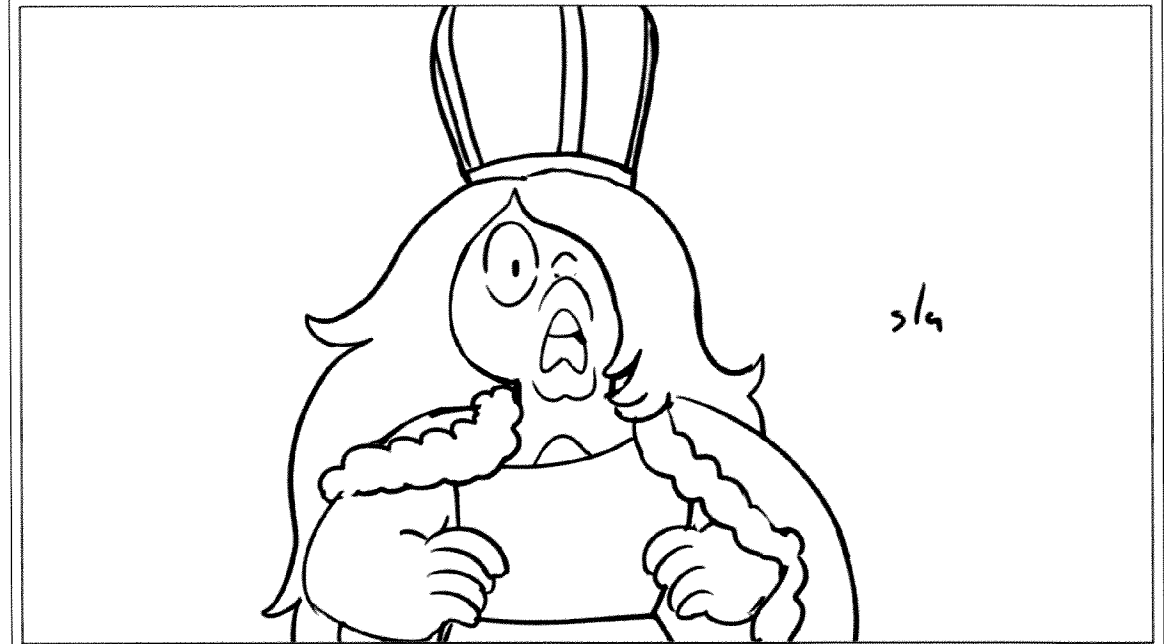
1020.014

Scene	Panel
50	1



Slugging
0.04

Scene	Panel
50	2



Dialogue
STEVEN: ...it open...
AMETHYST: *GASP*

Slugging
1.00

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1020.014

Scene	Panel
50	CONT 3



Dialogue
AMETHYST: You have candy you didn't just give it to us?

Slugging
5.04

Scene	Panel
51	1



Dialogue
STEVEN: There will be

Slugging
Panels 1 to 5 = 5.12

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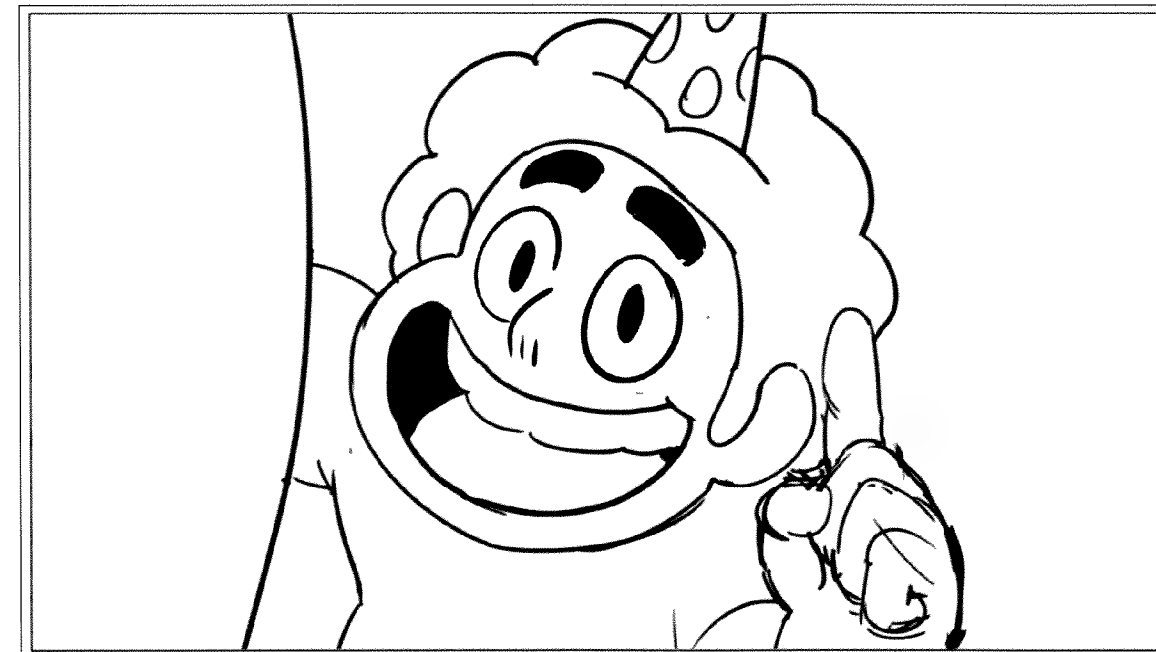
Scene	Panel
51	2



Dialogue

STEVEN: more sweet treats at Pearl's party

Scene	Panel
51	3



Dialogue

STEVEN: I promise.

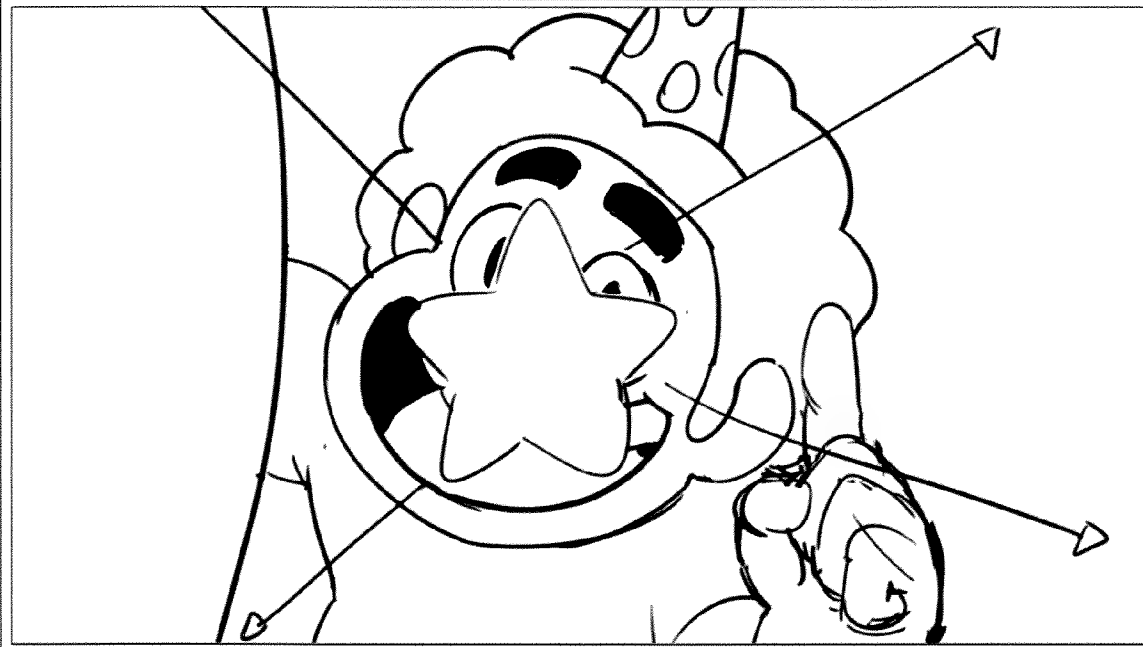
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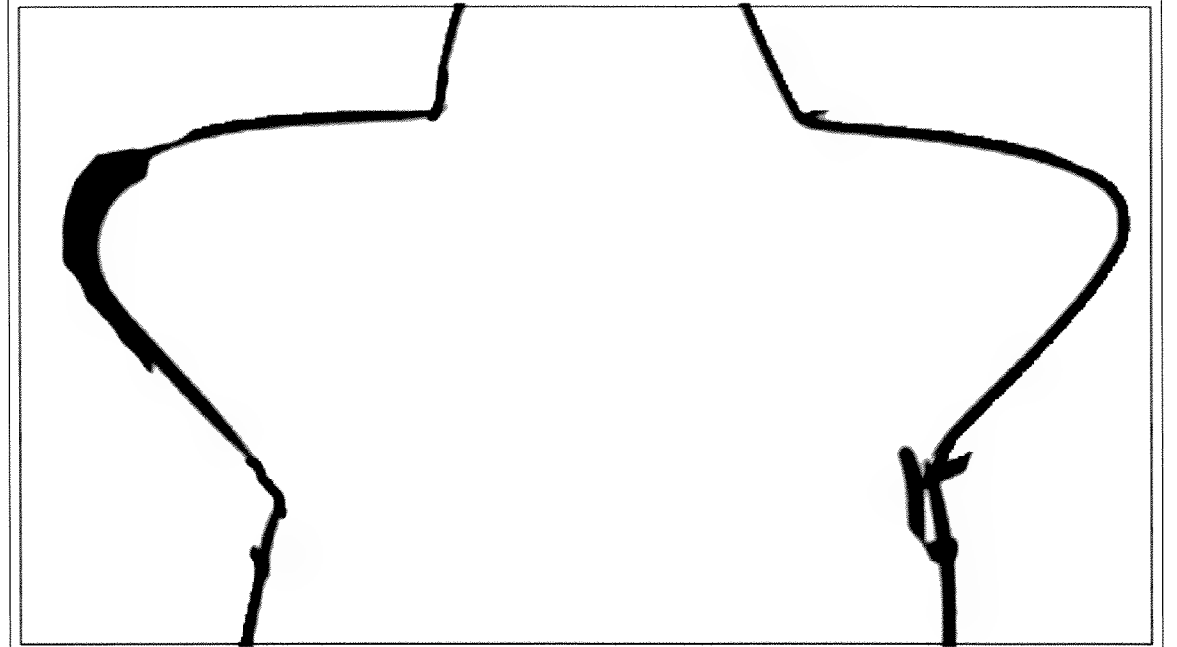
Scene	Panel
51	cont
	4



Action Notes
Star scene transition.

Slugging
Star whip:
Panels 4 + 5 + Scene52 Panel 1 = 0.13

Scene	Panel
51	cont
	5



Action Notes
Star scene transition.

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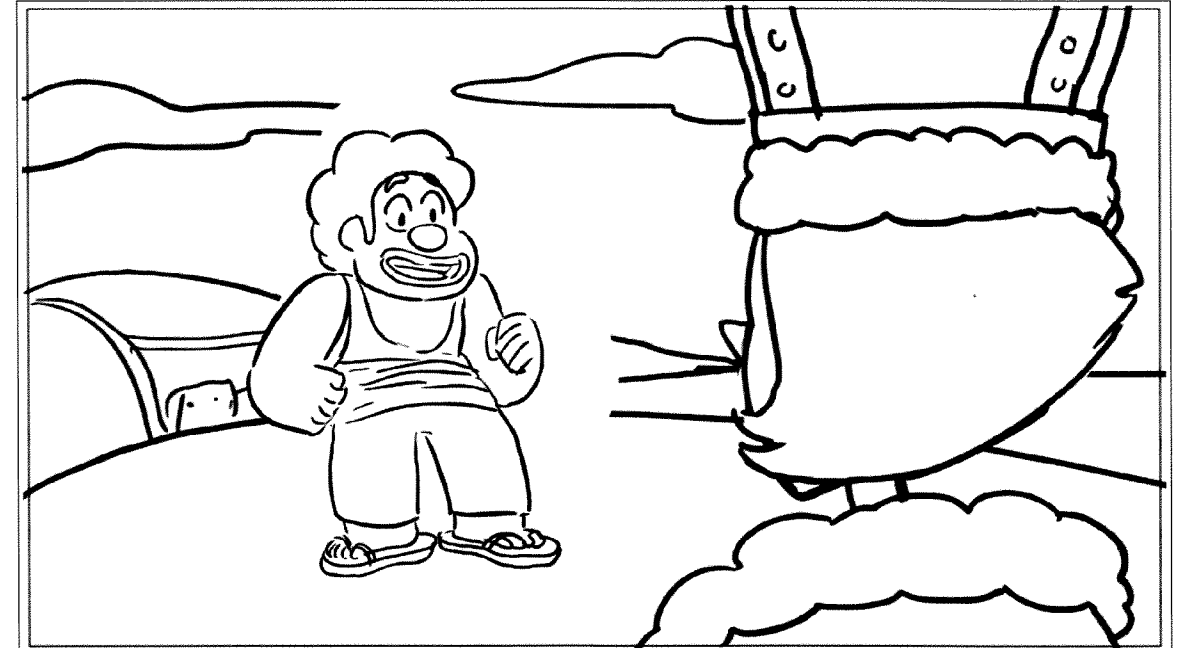
Scene	Panel
52	1



Action Notes
Steven is standing in front of Lion, Amethyst, Pearl and Garnet.

Slugging
Star: 0.07
Then: 1.05
Total frames: 1.12

Scene	Panel
53	1



Action Notes
Start pose
STEVEN is wearing a rainbow wig

Slugging
Panels 1 + 2 = 0.14

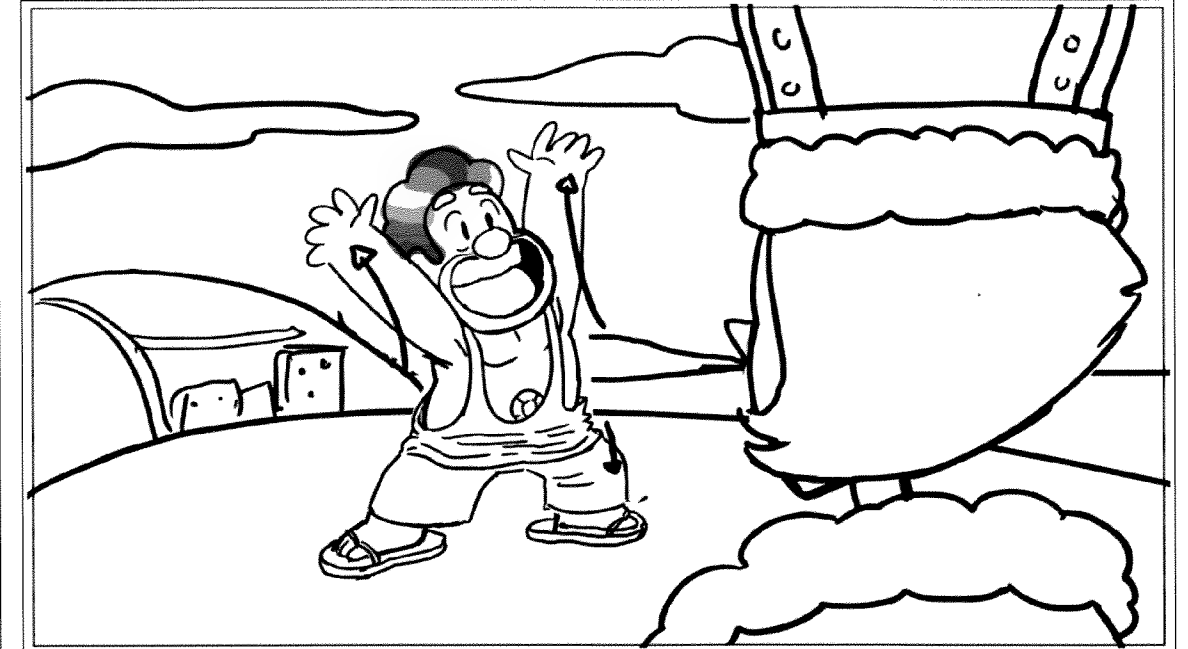
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Scene 53 Panel 2



Dialogue
STEVEN: Happy...

Scene 53 Panel 3



Dialogue
STEVEN: ...Birthday!

Slugging
2.01

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Scene	Panel
53	4

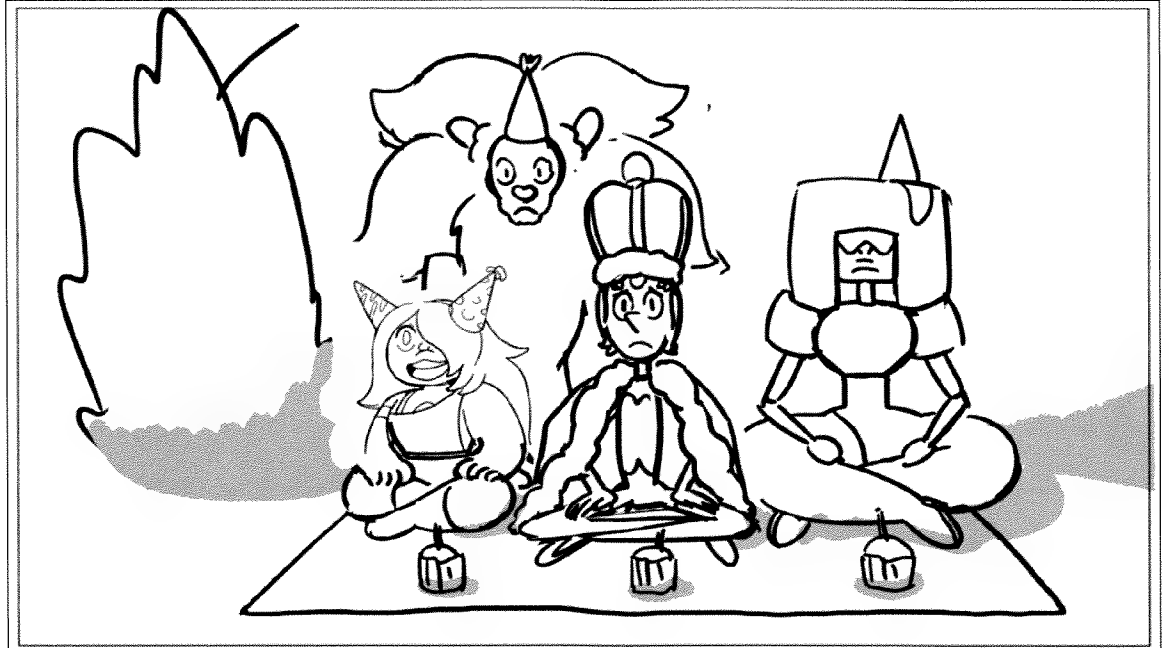


Dialogue
STEVEN: Honk!

Action Notes
Steven honks his clown nose.

Slugging
1.00

Scene	Panel
54	1



Dialogue
AMETHYST: Whoa, Steven!

Action Notes
Garnet, Pearl and Lion look worried at Steven O/S.

Slugging
2.02

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1020.014

Scene	Panel
55	1



Dialogue
AMEHTYST: That is a

Slugging
Panels 1 to 3 = 3.01

Notes
The BG might be missing the bush from the previous scene.

Scene	Panel
55	2



Dialogue
AMEHTYST: BRAVE

Notes
The BG might be missing the bush from the previous scene.

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Scene	Panel
55	cont 3

Dialogue
AMEHTYST: look.
Notes
The BG might be missing the bush from the previous scene.

Scene	Panel
56	1

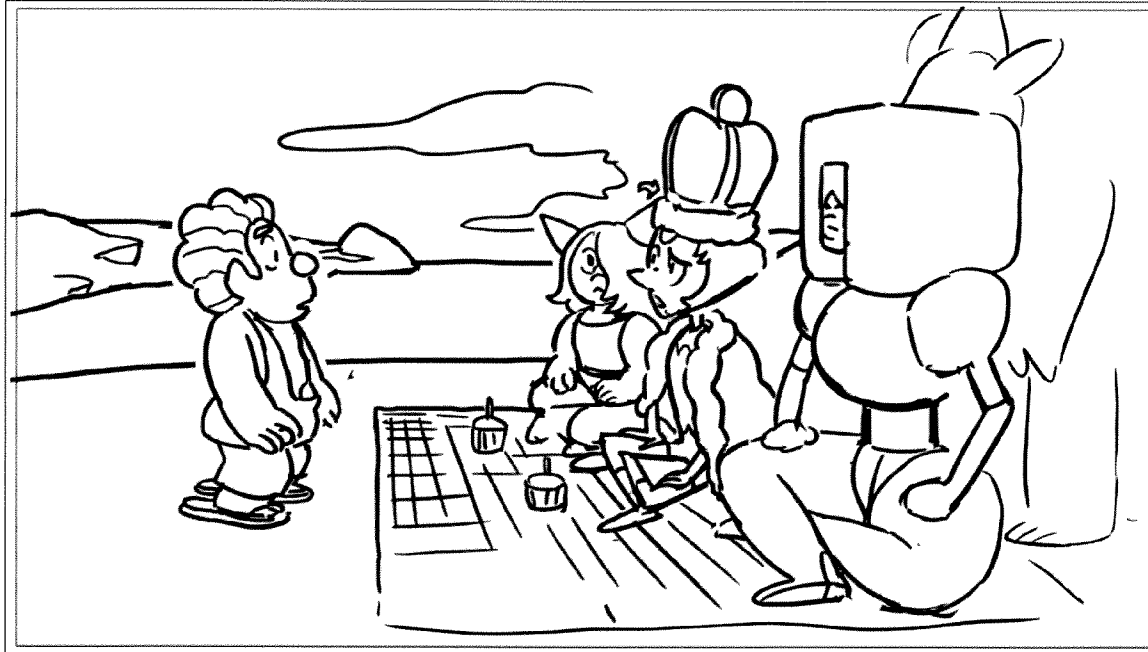
Dialogue
STEVEN: No, it's funny!
Action Notes
Steven has a rainbow wig.
Slugging
1.07
Notes
H.U. Amethyst face expression to previous scene.

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1020.014

Scene	Panel
56	CONT 2



Dialogue
PEARL: ...How?

Action Notes
Amethyst looks at Pearl.
Pearl slightly tilts her head.

Slugging
1.07

Scene	Panel
57	1



Dialogue
STEVEN: Uh...

Action Notes
Steven takes a breath (rainbow wig).
Steven raises his hands in preparations to explain.

Slugging
1.06

Notes
Need -SP- H.U. to previous scene.

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Scene	Panel
57	2



Slugging
1.06

Scene	Panel
58	1



Dialogue
STEVEN: Oh geeze, I'm breaking character.

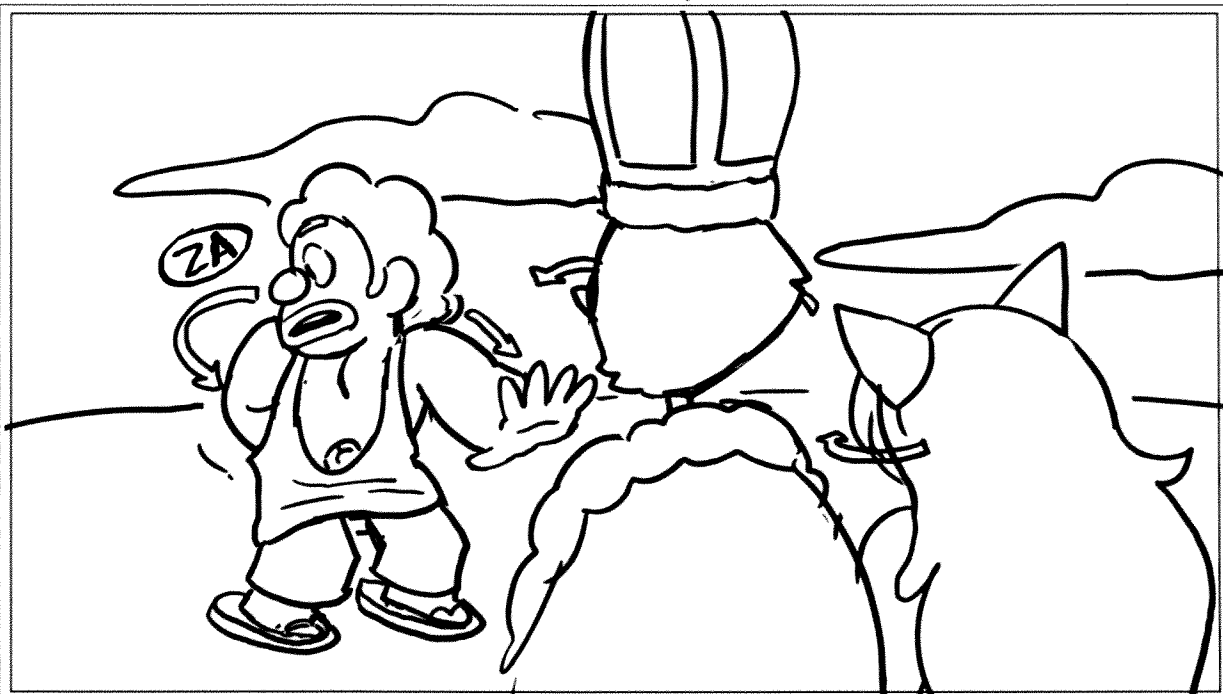
Action Notes
Steven rainbow wig.

Slugging
3.06

Notes
H.U. Steven to previous scene.

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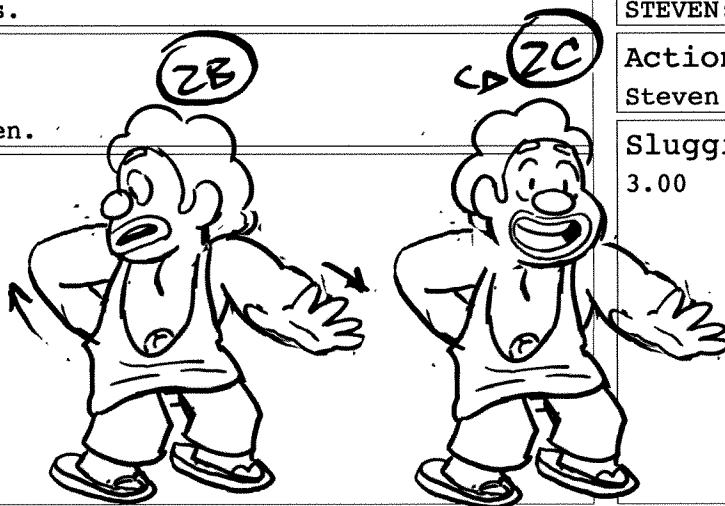
Scene	Panel
58	2



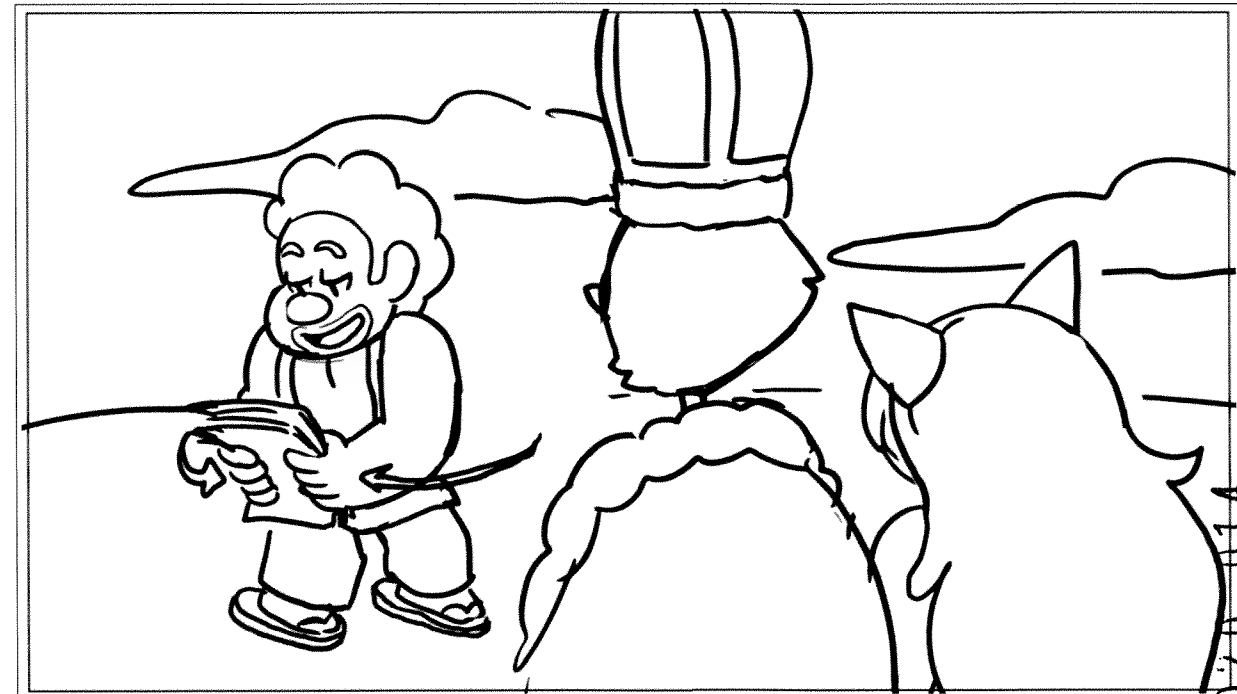
Dialogue
STEVEN: Wai-wai-wait, I wrote some jokes.

Action Notes
Steven fishes in the back of his pants.
Pearl and Amethyst turn to look at Steven.

Slugging
3.07



Scene	Panel
58	3



Dialogue
STEVEN: Why did Pearl throw butter...

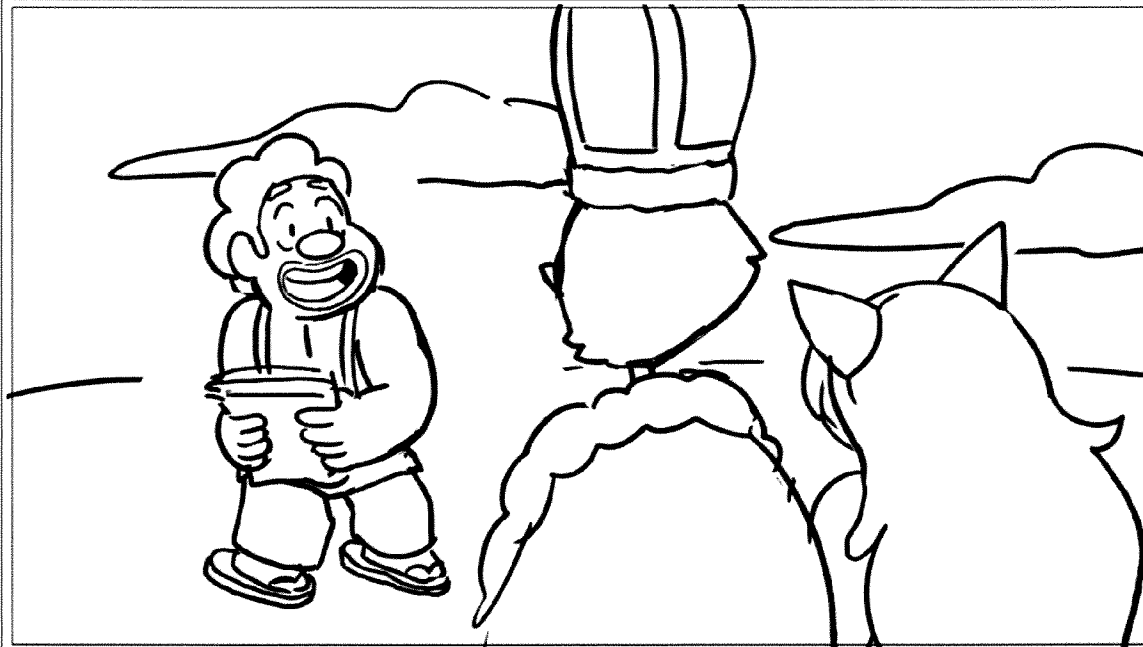
Action Notes
Steven pulls out a stack of papers from his back pocket.

Slugging
3.00

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Scene	Panel
58	4

CONT



Dialogue

STEVEN: ...out the window?

Slugging

1.11

Scene	Panel
59	1



Action Notes

Amethyst turns to look at Pearl.

Slugging

Panels 1 + 2 = 0.06

Notes

Need -SP- H.U. Amethyst to previous scene.

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Scene 59 *cont* Panel 2



Action Notes

Amethyst turns to look at Pearl.

LION turns and starts to leave left.

Notes

Need -SP- H.U. Amethyst to previous scene.

Scene 59 *cont* Panel 3



Dialogue

AMETHYST: ...You did

Action Notes

LION continues walking left

Slugging

Panels 3 + 4 = 2.01

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Scene	Panel
59	cont 4



Dialogue
AMETHYST: what?!

Action Notes
LION out

Scene	Panel
60	1



Dialogue
STEVEN: To see a butterfly!

Slugging
4.00

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Scene	Panel
61	1



Dialogue
PEARL: I never did that!

Action Notes
Steven has rainbow wig.

Slugging
2.01

Scene	Panel
61	2



Dialogue
PEARL: Steven!

Slugging
1.15

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Scene	Panel
62	1



Dialogue
PEARL: ...are you telling lies?

Slugging
2.12

Scene	Panel
63	1



Dialogue
STEVEN: ...no!

Action Notes
Steven has rainbow wig.

Slugging
1.15

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1020.014

Scene	Panel
63	cont



Dialogue
STEVEN: Oh, I know!

Slugging
2.02

Scene	Panel
63	cont



Dialogue
STEVEN: Pearl, do you like pie?

Slugging
4.07

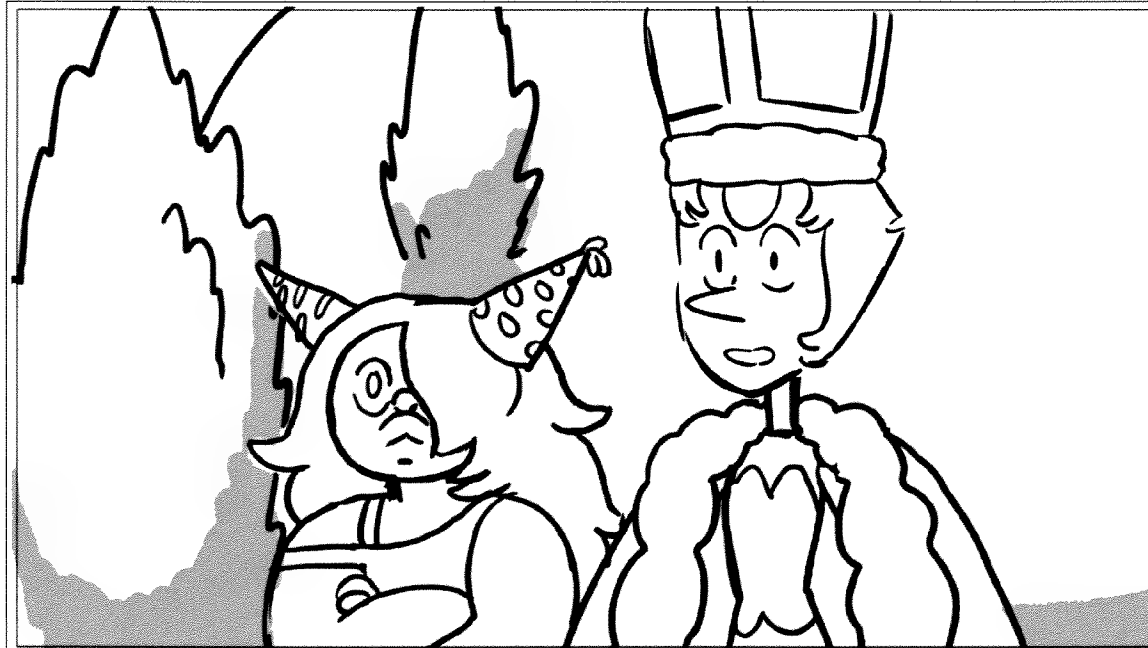
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Scene	Panel
64	1



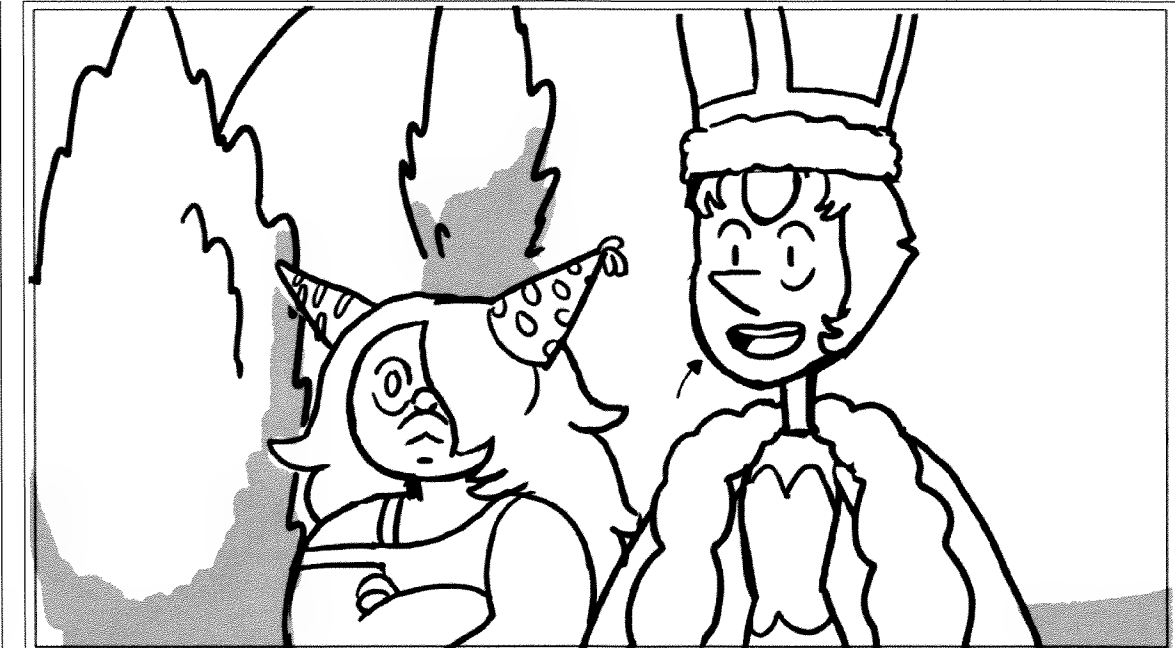
Action Notes

S/P

Slugging

Panels 1 to 4 = 3.01

Scene	Panel
64	2



Dialogue

PEARL: <slight gasp> I

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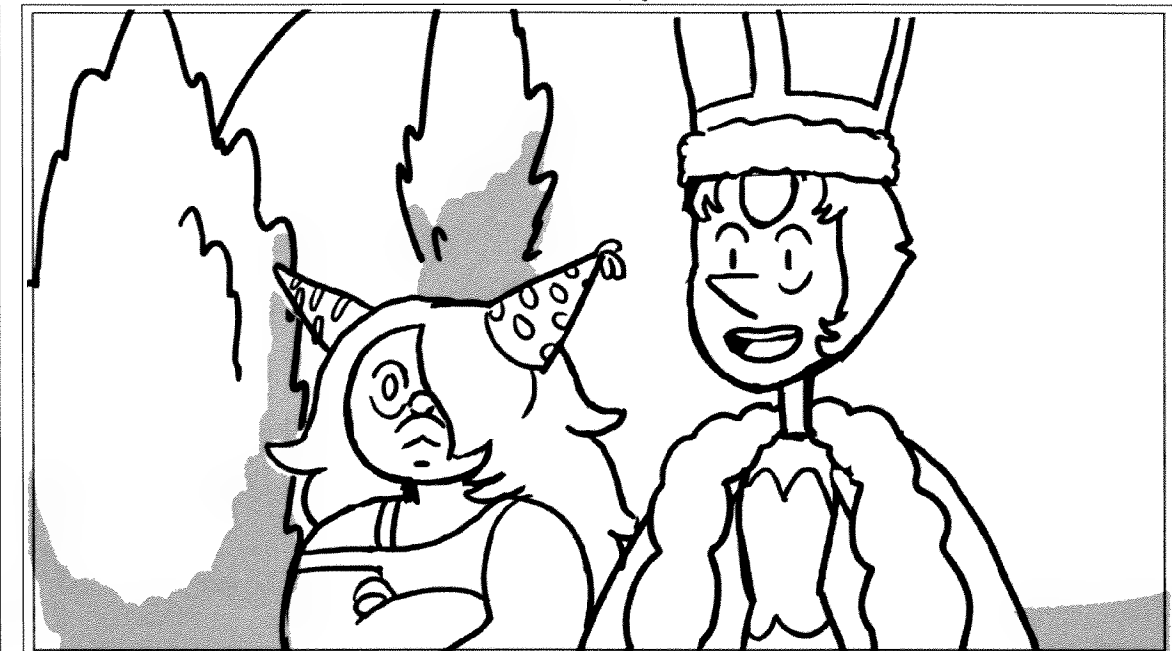
1020.014

Scene 64 Panel 3
CONT



Dialogue
PEARL: *do*

Scene 64 Panel 4
CONT



Dialogue
PEARL: like pie!

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1020.014

Scene	Panel
65	1



Dialogue
STEVEN: Well you're in luck!

Action Notes
Steven has rainbow wig.

Slugging
2.03

Scene	Panel
65	2



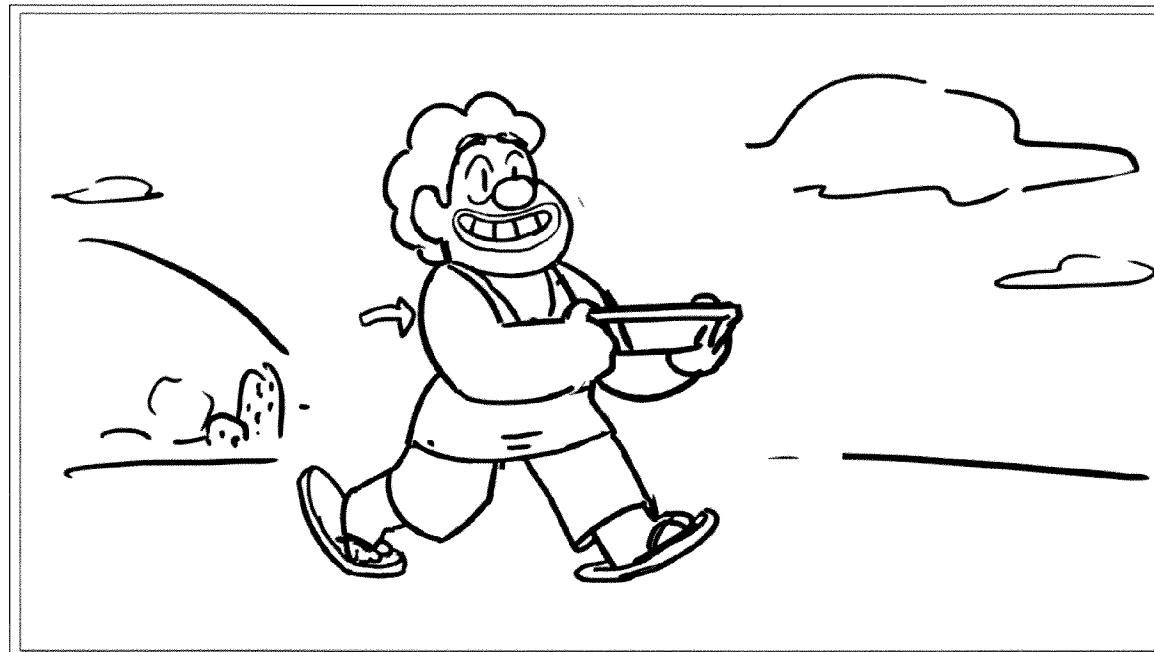
Dialogue
STEVEN: I baked you a pie!

Action Notes
Steven stands up and pulls a pie out of the basket.

Slugging
1.08

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Scene	Panel
65	CONT
	3



Action Notes
Steven starts to walk towards screen right.

Slugging
1.04

Scene	Panel
66	
	1



Dialogue
STEVEN: I sure hope nothing happens to it!

Action Notes
BG moves screen left as Steven is walking towards Pearl (os).

Slugging
4.05

Notes
H.U. Steven's face to previous scene.

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Scene	Panel
67	1



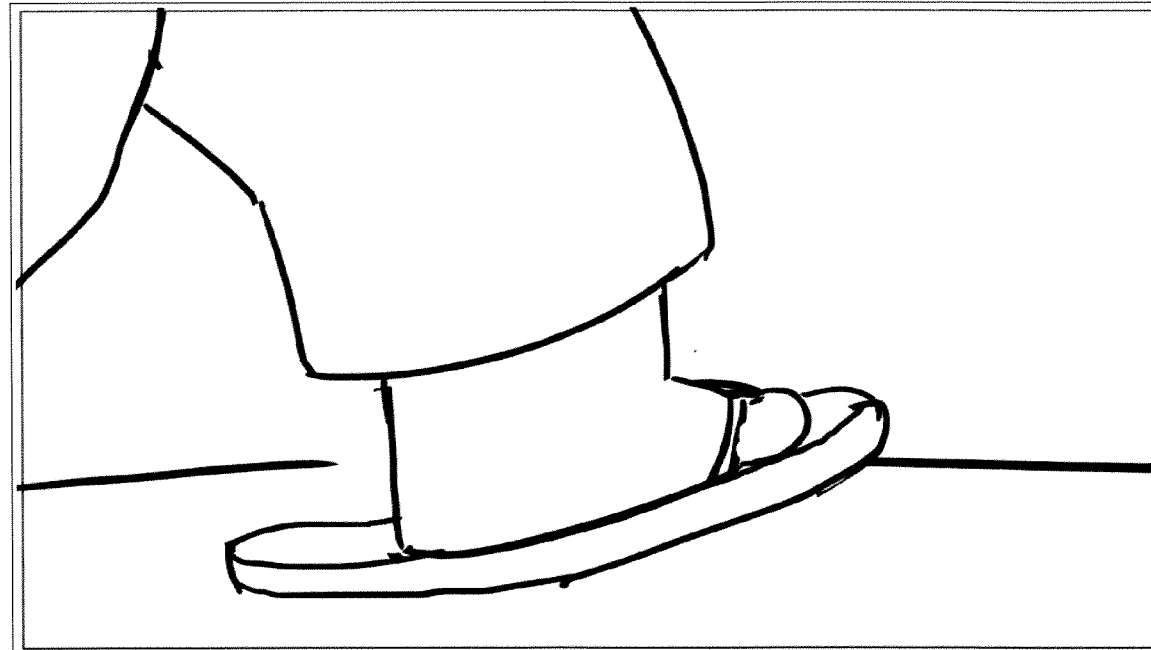
Dialogue

PEARL: Yes, me too.

Slugging

2.02

Scene	Panel
68	1



Action Notes

Steven's left foot steps down.

Slugging

0.04

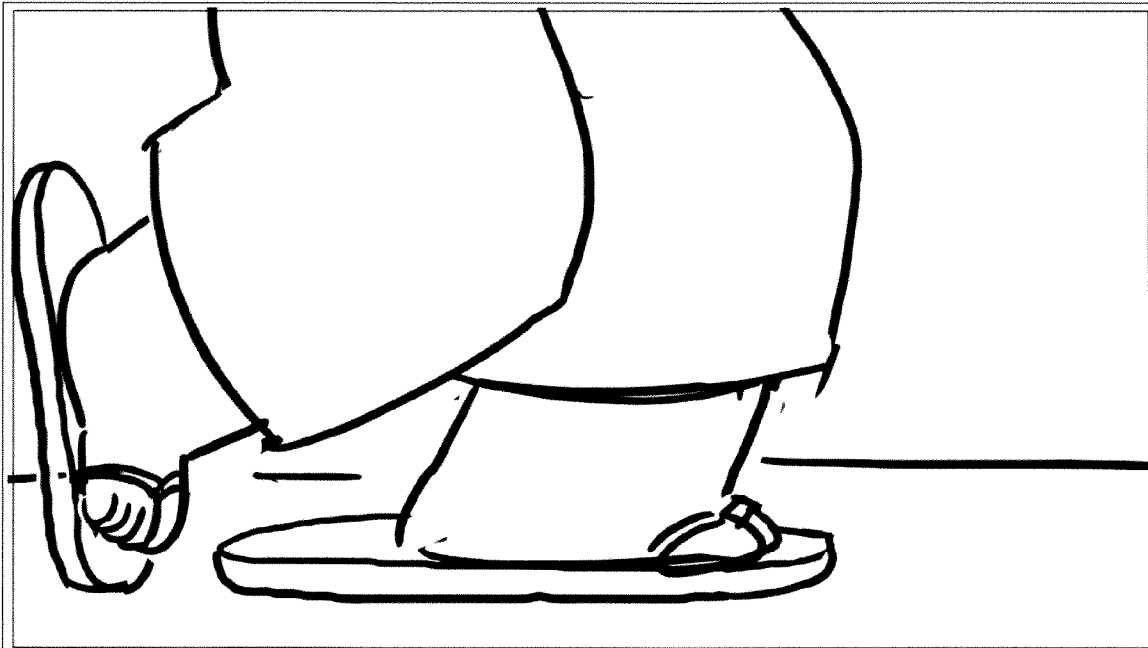
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1020.014

Scene	Panel
68	<i>CONT</i>



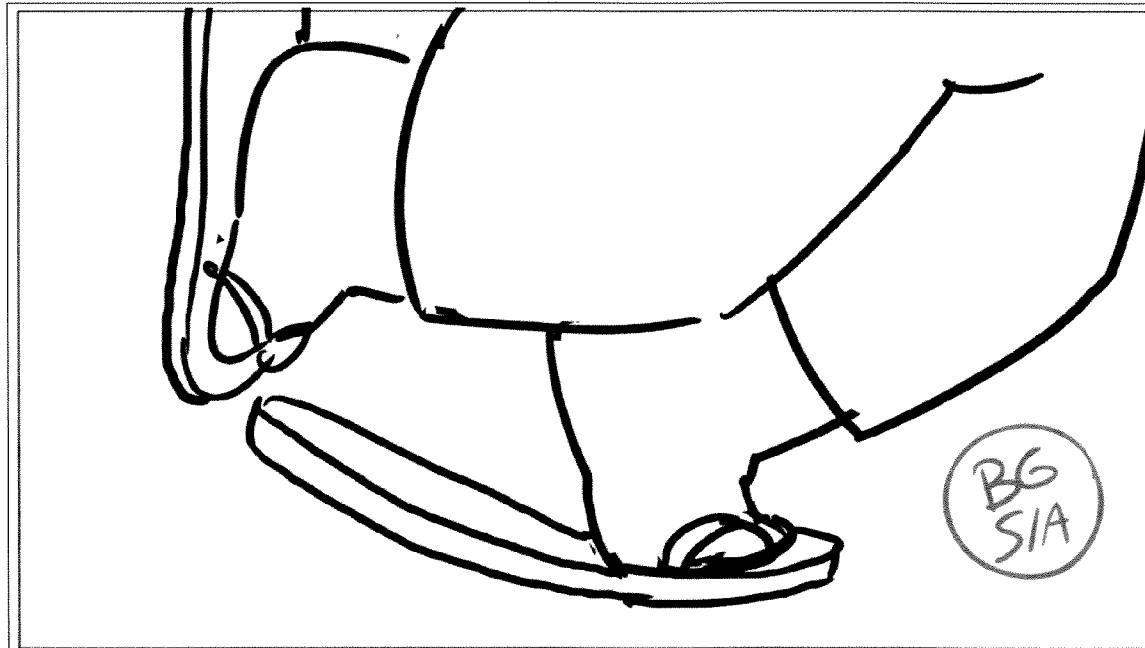
Action Notes

Steven's right foot IN - dragging low to the ground.

Slugging

1.01

Scene	Panel
68	<i>CONT</i>



Action Notes

Steven trips forward.

Slugging

0.08

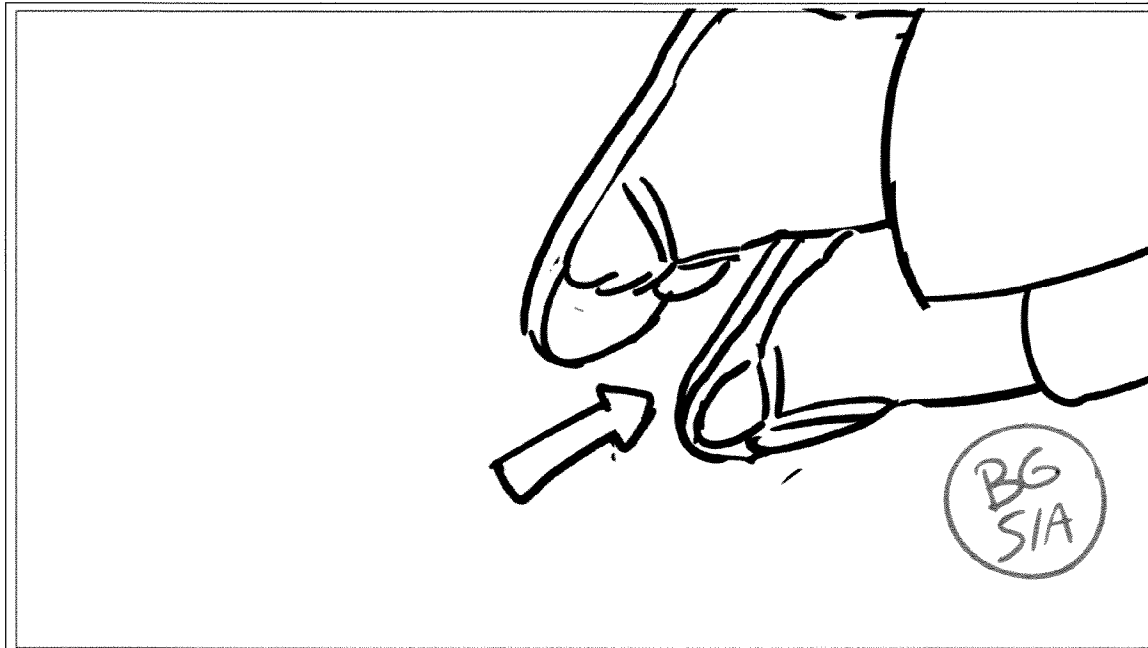
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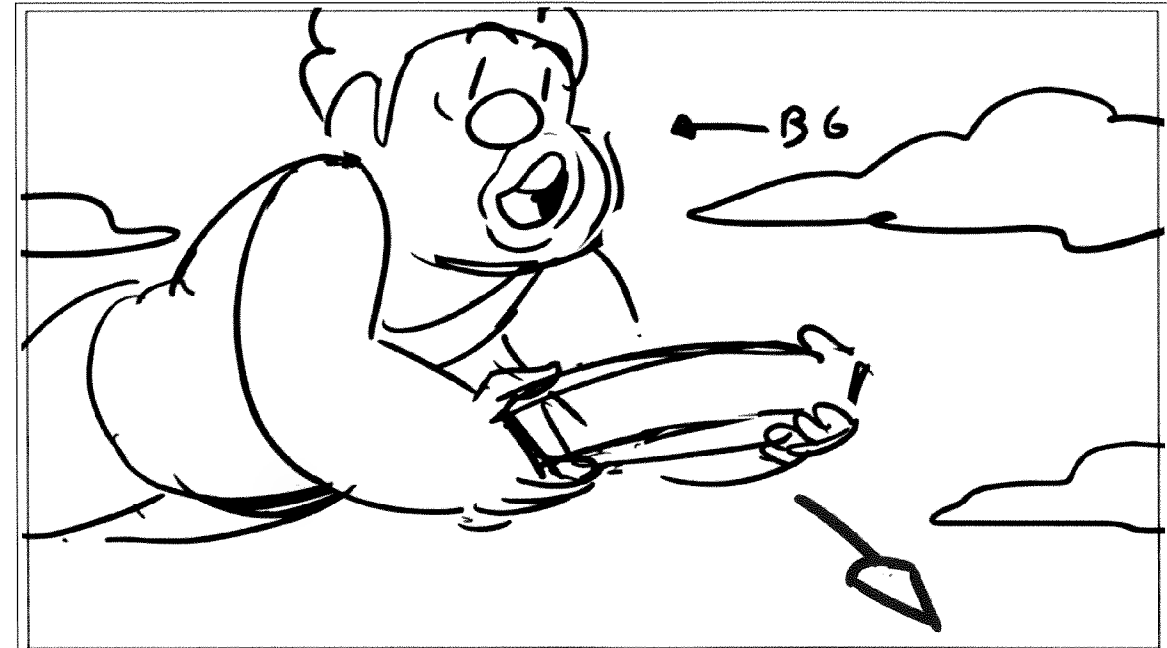
Scene	Panel
68	cont 4



Action Notes
Steven very intentionally trips forward and falls.

Slugging
0.05

Scene	Panel
69	1



Dialogue
STEVEN: Whoops!

Action Notes
Steven has rainbow wig.
BG moves screen left as Steven falls forward.

Slugging
0.09

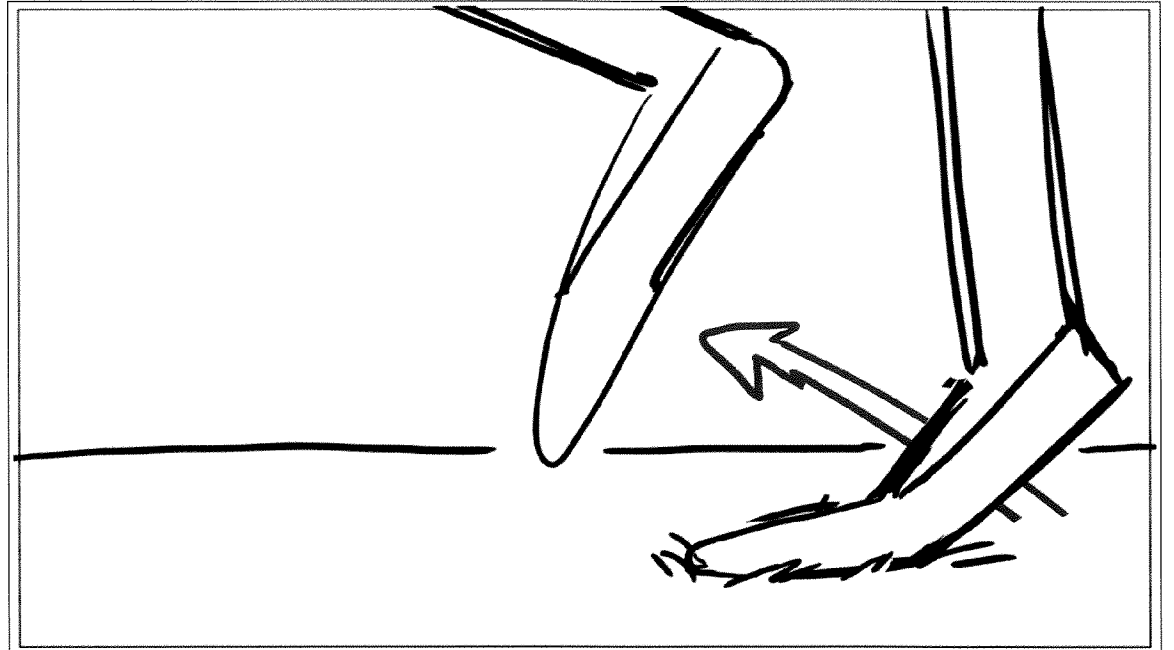
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Scene	Panel
69	cont
	2



Slugging
0.11

Scene	Panel
70	
	1



Action Notes
Pearls picks up her right foot to move forward screen left.

Slugging
0.04

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Scene	Panel
70	2



Action Notes
Pearls right foot OUT screen left.
Turns left foot slightly.

Slugging
0.07

Scene	Panel
71	1



Action Notes
Steven in clown costume - rainbow wig.
Pearl catches Steven as he falls.

Slugging
0.04

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1020.014

Scene	Panel
71	CONT 2



Dialogue

PEARL: Whoa Steven, I've got you!

Slugging

3.02

Scene	Panel
71	CONT 3



Dialogue

PEARL: Be careful - you almost fell right on that -

Action Notes

Pearl helps put Steven up straight.

Slugging

3.15

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Scene	Panel
71	4



Dialogue
PEARL: *GASP*

Action Notes
As Pearl lets go of Steven he slams the pie into his face.

Slugging
1.07

Scene	Panel
72	1



Action Notes
Steven rainbow wig.

Slugging
1.00

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1020.014

Scene	Panel
	72 <i>cont</i>



Dialogue
STEVEN: See, Pearl?

Action Notes
Steven lowers the pie tray off his face.

Slugging
1.11

Scene	Panel
	73



Dialogue
STEVEN: It's funny! Hahahaha...

Action Notes
Rainbow wig, face covered in pie and dissolving makeup.

Slugging
3.14

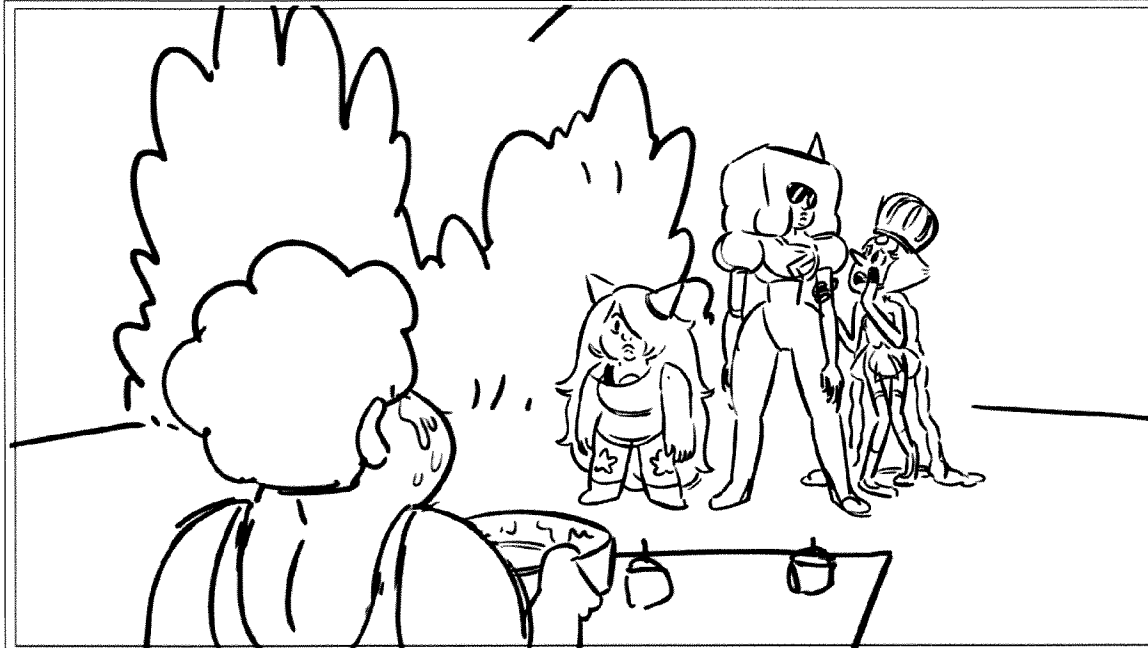
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1020.014

1020.014

Scene	Panel
74	1



Dialogue

STEVEN: Hahaha...

Action Notes

Pearl has moved back to hide behind Garnet.
Pearl is whispering something to Garnet.

Slugging

3.15

Scene	Panel
74	2



Dialogue

GARNET: Pearl says she's all partied out, and she's ready to go home.

Slugging

Panels 2 + 3 = 5.12

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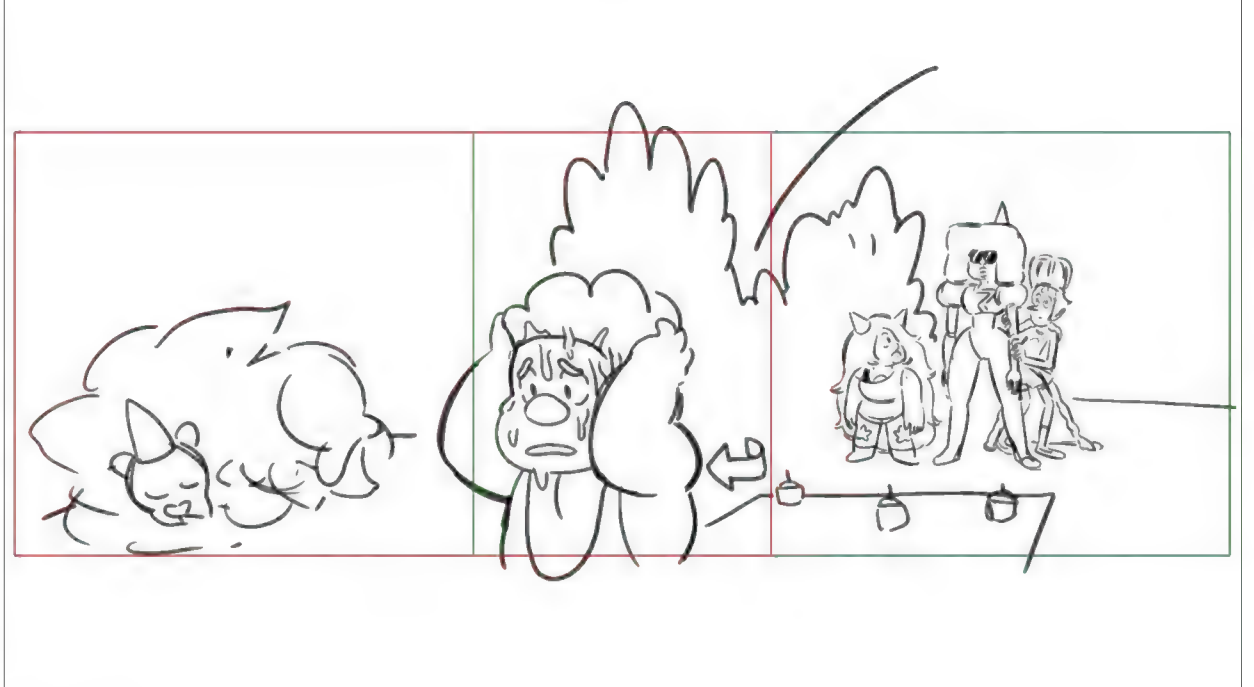
Scene	Panel
74	3



Dialogue

GARNET: Pearl says she's all partied out, and she's ready to go home.

Scene	Panel
74	4



Dialogue

STEVEN: This isn't going at all...

Action Notes

Steven turns to his right.

Camera ADJ screen left as Steven moves left and takes off the wig.

Slugging

HOLD: 0.05

Then ADJ: 1.00

Scene	Panel
74	<i>cont</i> 5



Dialogue

STEVEN: ...like it...

Slugging

Continue ADJ: 1.00

Scene	Panel
74	<i>cont</i> 6



Dialogue

STEVEN: ...should.

Slugging

1.01

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1020.014

Scene	Panel
74	CONT 7



Action Notes
Stevens real hair puffs up.

Slugging
0.04

Scene	Panel
74	CONT 8



Action Notes
Stevens real hair puffs up.

Slugging
1.05

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1020.014

Scene	Panel
74	cont



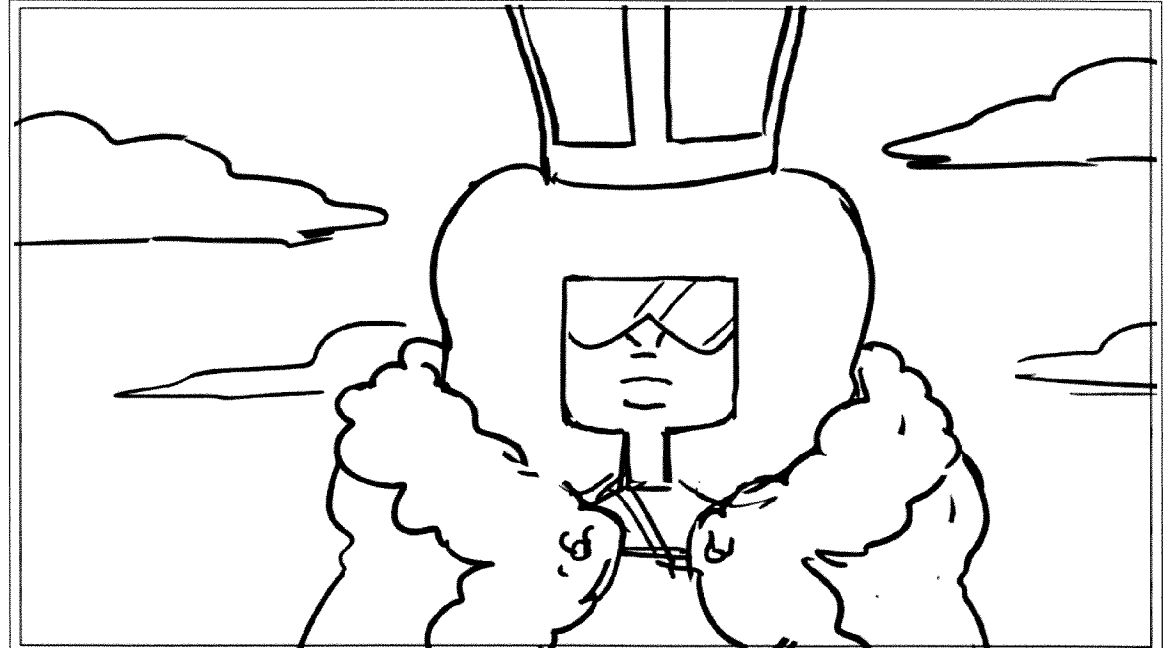
Dialogue

STEVEN: I've got to pull out the ultimate birthday!

Slugging

5.02

Scene	Panel
75	1



Dialogue

STEVEN (os): Okay,

Action Notes

Garnet with crown and robe on.

Slugging

1.14

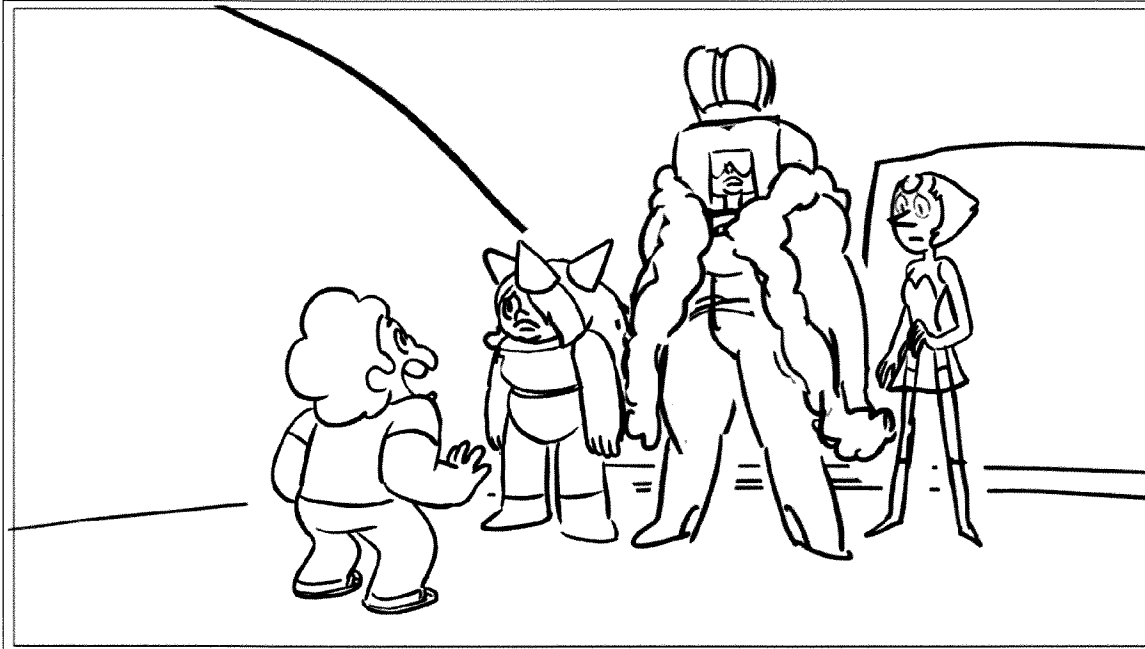
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1020.014

1020.014

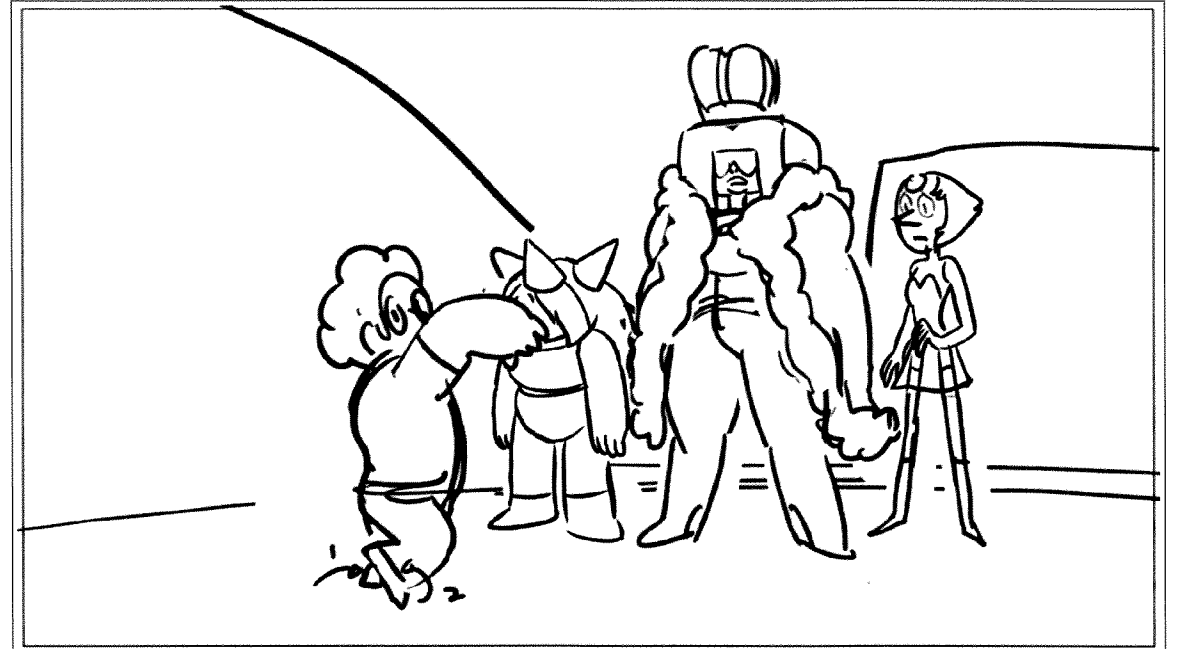
Scene	Panel
76	1



Dialogue
STEVEN: There's no WAY you're not...

Slugging
1.15

Scene	Panel
76	2



Dialogue
STEVEN: ...gonna loooooove...

Action Notes
Steven raises his right arm to gesture.

Slugging
1.10

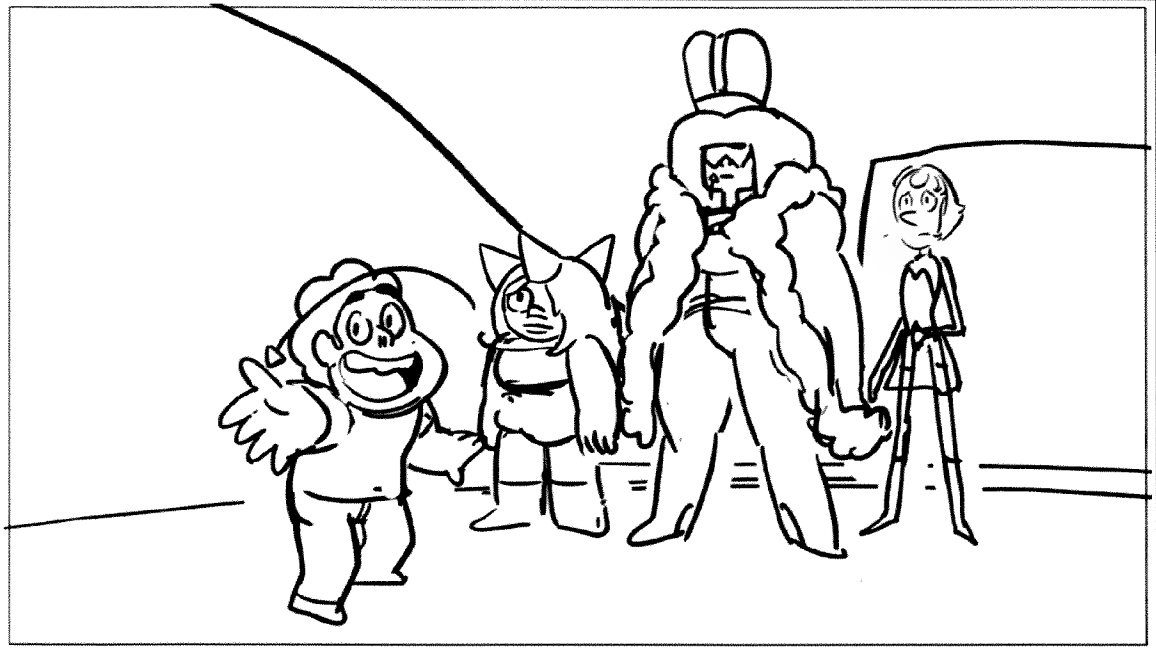
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1020.014

1020.014

Scene	Panel
76	cont 3



Dialogue

STEVEN: ...THIS!

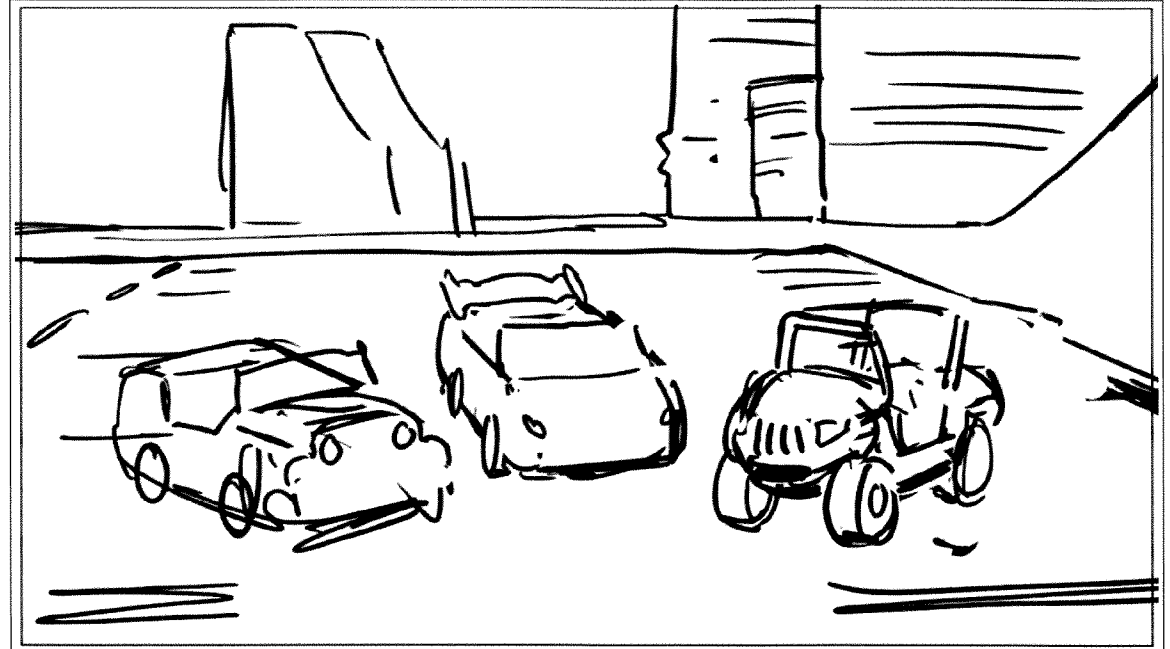
Action Notes

Steven gestures O/S.
Everyone looks O/S where Steven points.

Slugging

1.07

Scene	Panel
77	1



Slugging

1.01

Notes

Powerwheels-ish cars.

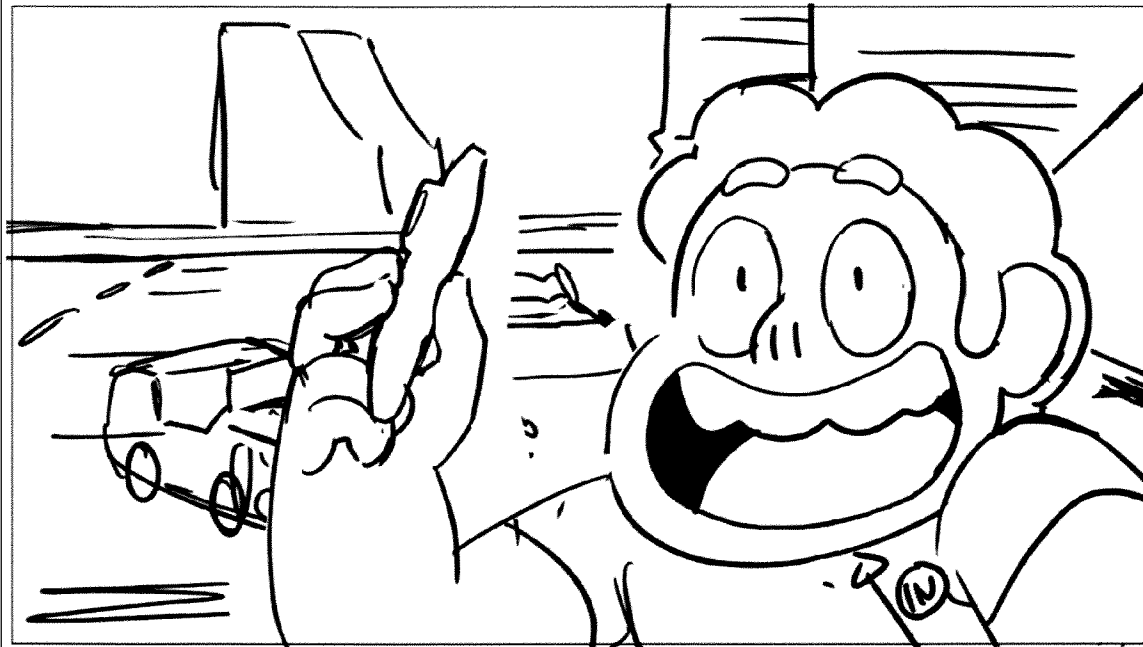
JUL 19 2012

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1020.014

1020.014

Scene	Panel
77	cont
	2

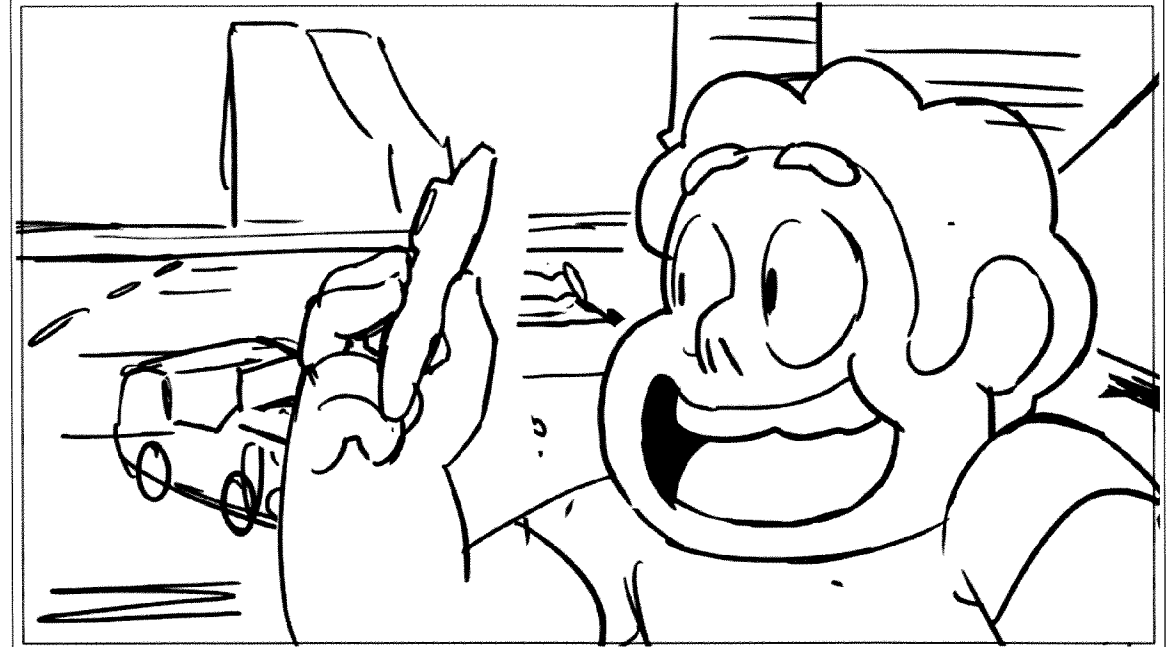


Dialogue
STEVEN: It's kazoo racers!

Action Notes
Steven IN.

Slugging
2.14

Scene	Panel
77	cont
	3



Dialogue
STEVEN: You get in a car!

Slugging
1.09

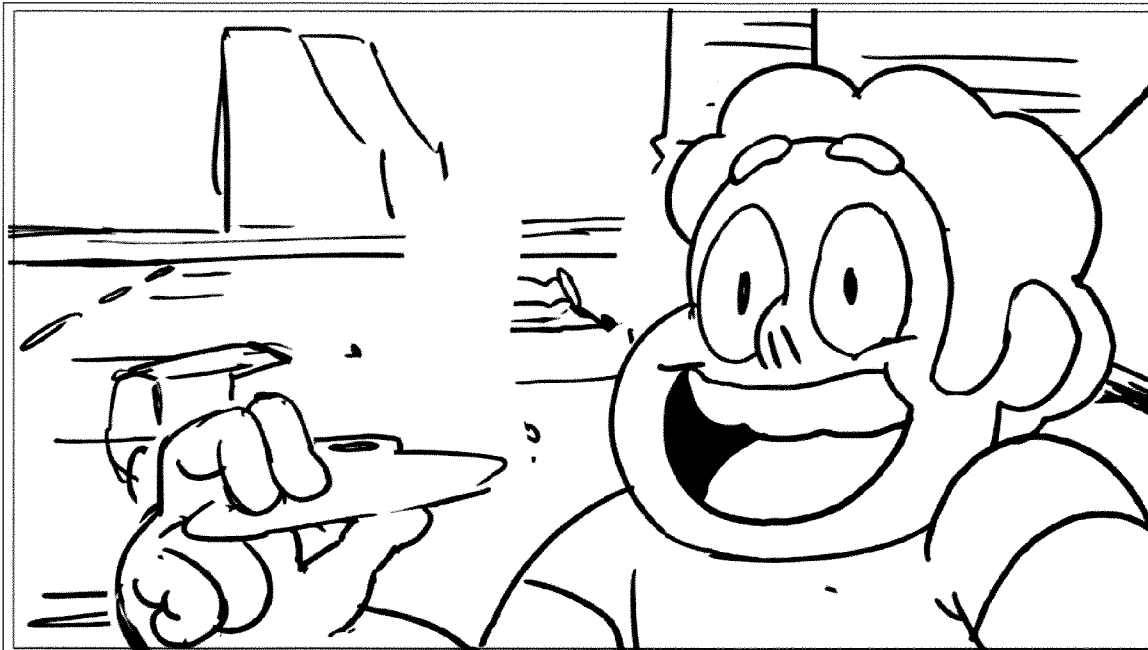
JUL 19 2013

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1020.014

1020.014

Scene	Panel
77	CONT 4



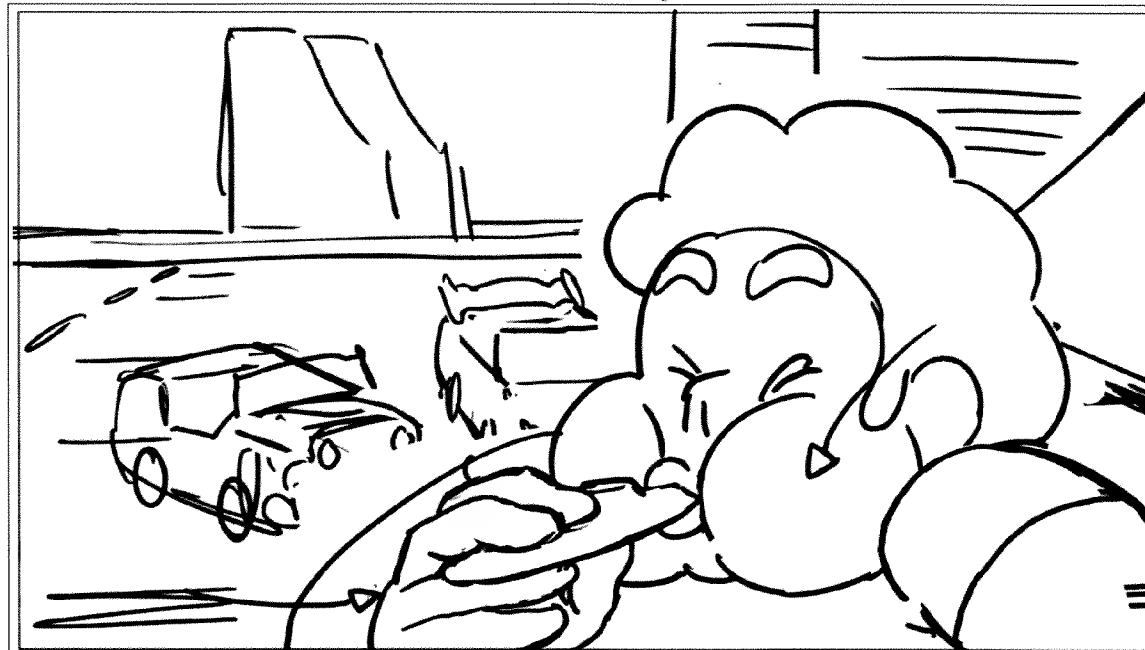
Dialogue

STEVEN: You play a kazoo!

Slugging

1.14

Scene	Panel
77	CONT 5



Action Notes

Kazoo noise.

Slugging

1.05

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1020.014

Scene	Panel
77	6



Dialogue
STEVEN: What more could you want?

Action Notes
Steven moves slightly left - raises his left hand with 3 Kazoo's in his hand.

Slugging
2.14

Scene	Panel
78	1



Dialogue
STEVEN (os): Dad used to do this for me every year...

Slugging
3.06

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1020.014

Scene Panel
78 *cont* 2



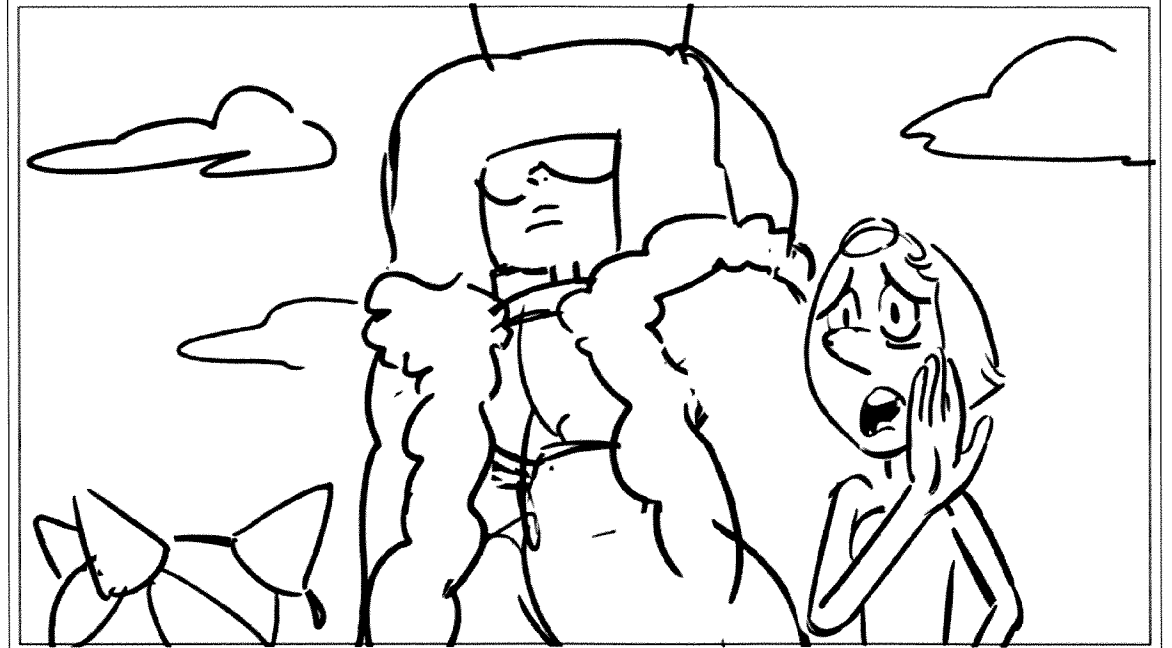
Dialogue

PEARL (whispering): I don't think I can take any more of these...

Slugging

3.07

Scene Panel
78 *cont* 3



Dialogue

PEARL (whispering): ...birthdays.

Slugging

1.06

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1020.014

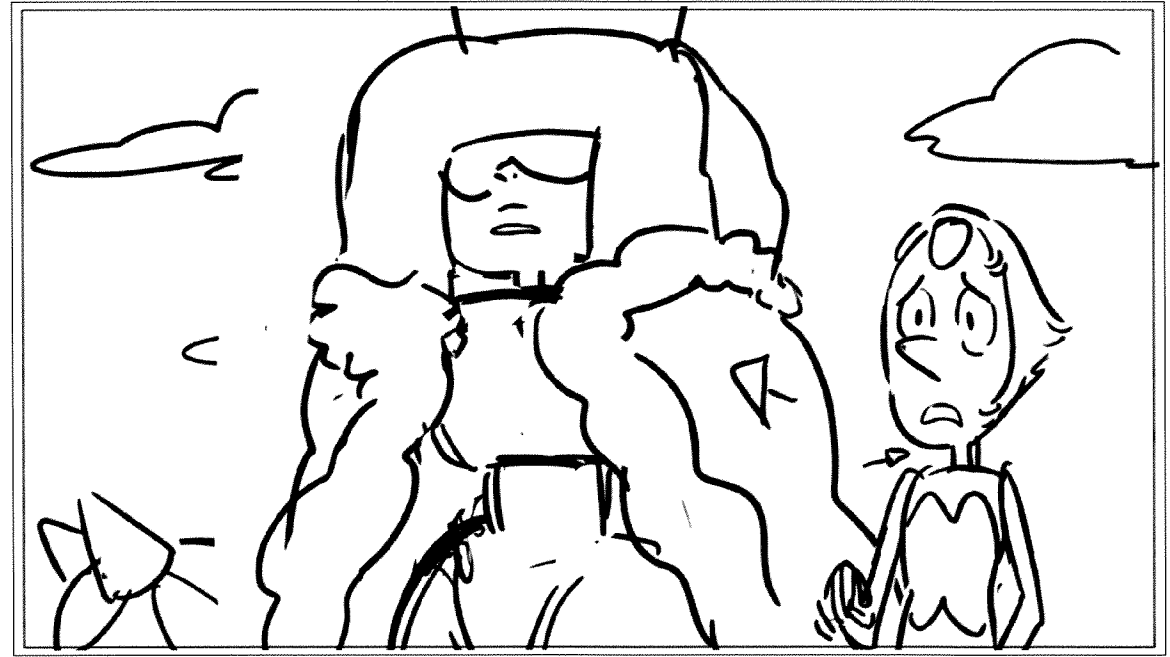
Scene	Panel
78	CONT
	4



Dialogue
PEARL (whispering): I think this is why aging makes humans die.

Slugging
4.03

Scene	Panel
78	CONT
	5



Dialogue
GARNET: Steven...

Action Notes
Garnet steps forward.

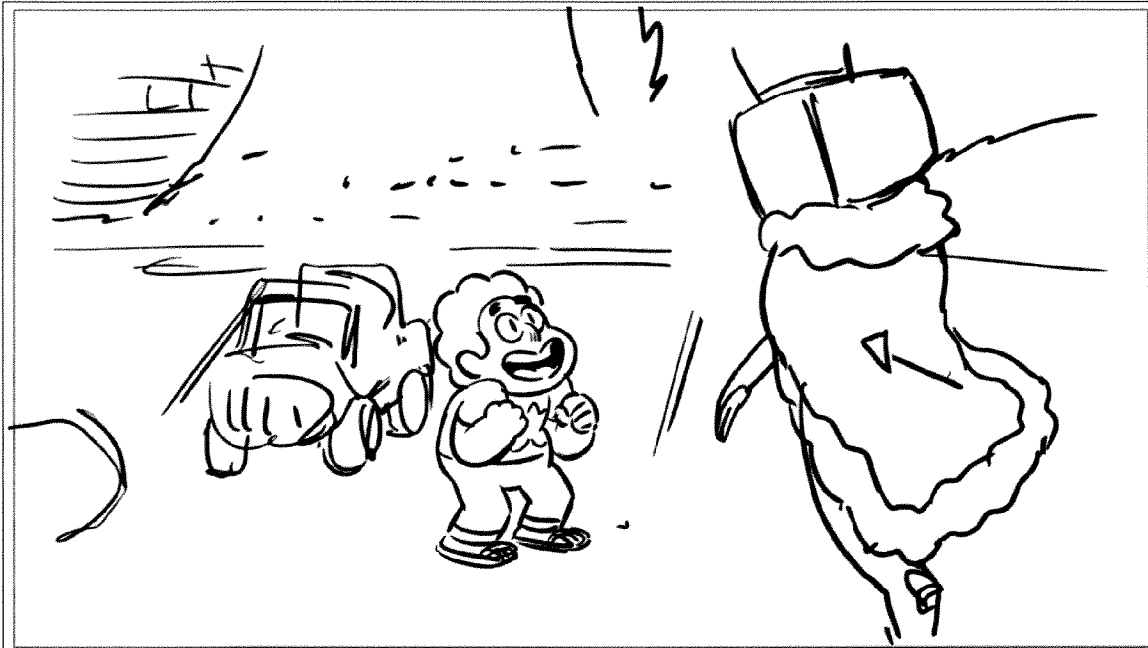
Slugging
1.04

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1020.014

Scene	Panel
79	1



Dialogue
GARNET: Thank you for the birthday parties,

Action Notes
Garnet walks in from screen right - towards Steven.

Slugging
4.05

Scene	Panel
79	2



Dialogue
GARNET: but I don't think we'll need any more.

Action Notes
Garnet stops.

Slugging
4.02

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Scene	Panel
80	1

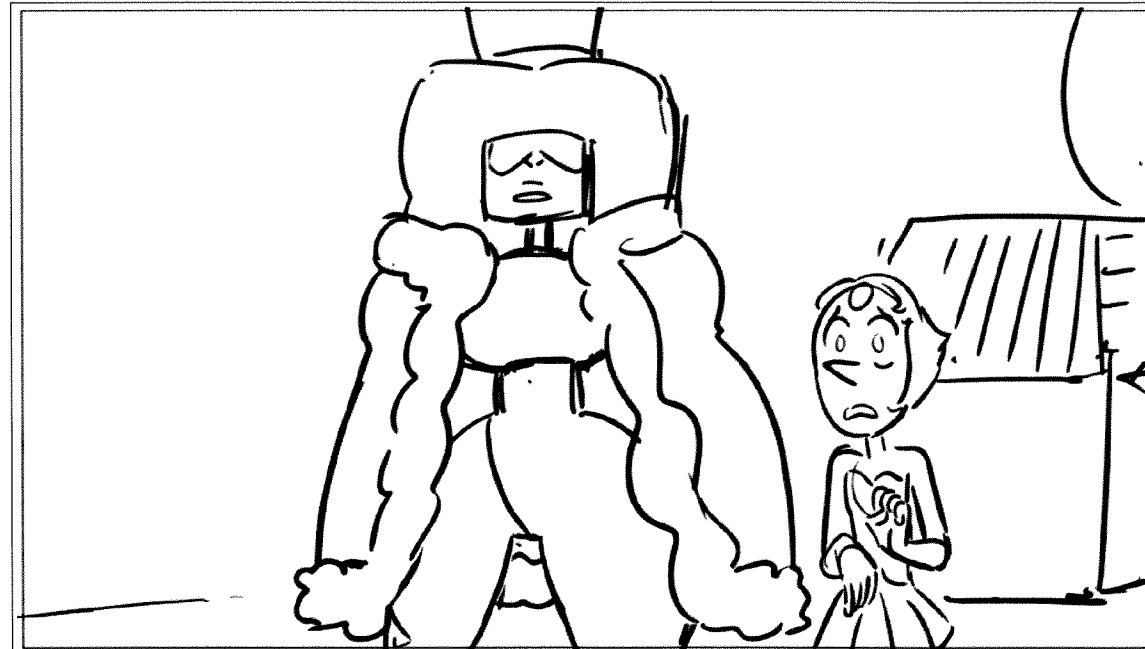


Dialogue
STEVEN: Why not?

Action Notes
Steven looking up at Garnet O/S.

Slugging
2.00

Scene	Panel
81	1

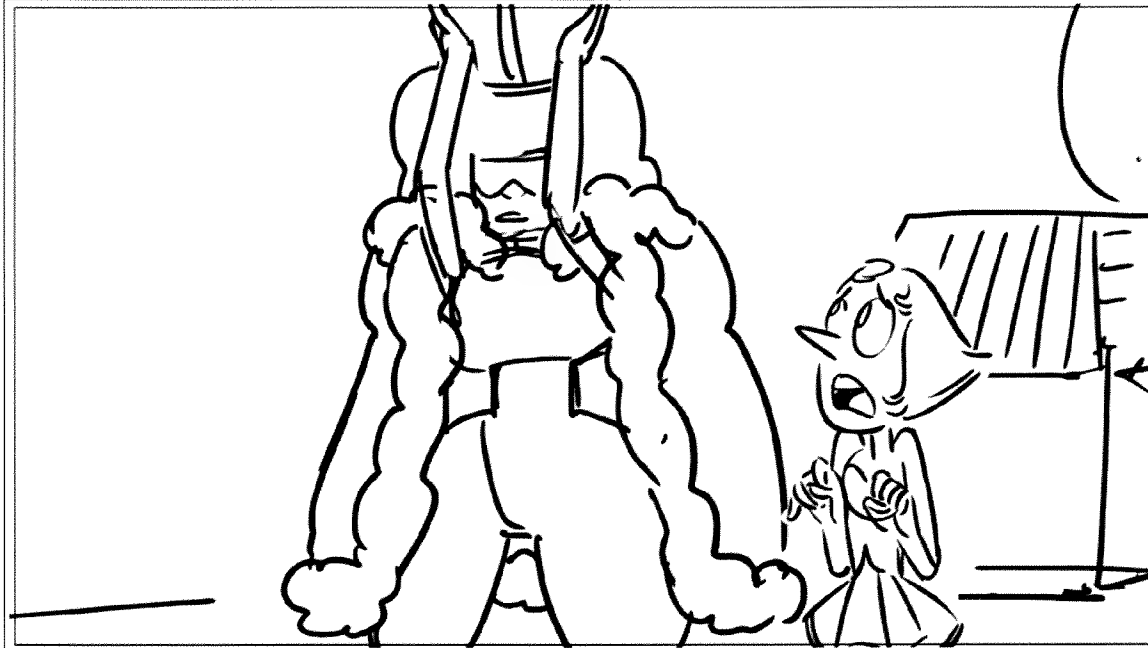


Dialogue
GARNET: Our age is only an illusion.

Slugging
3.07

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Scene 81 Panel 2
CONT

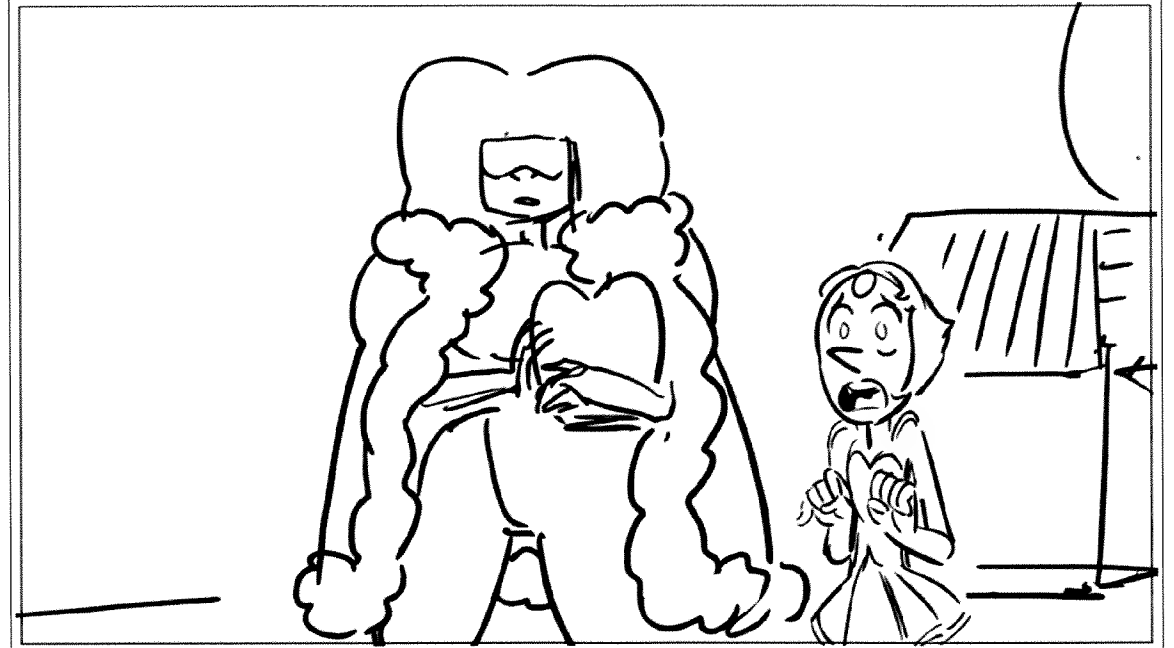


Dialogue
GARNET: And Pearl's pretty sure...

Action Notes
Garnet takes the crown off her head.

Slugging
2.13

Scene 81 Panel 3
CONT



Dialogue
GARNET: ...this ritual is more for human children.

Slugging
4.03

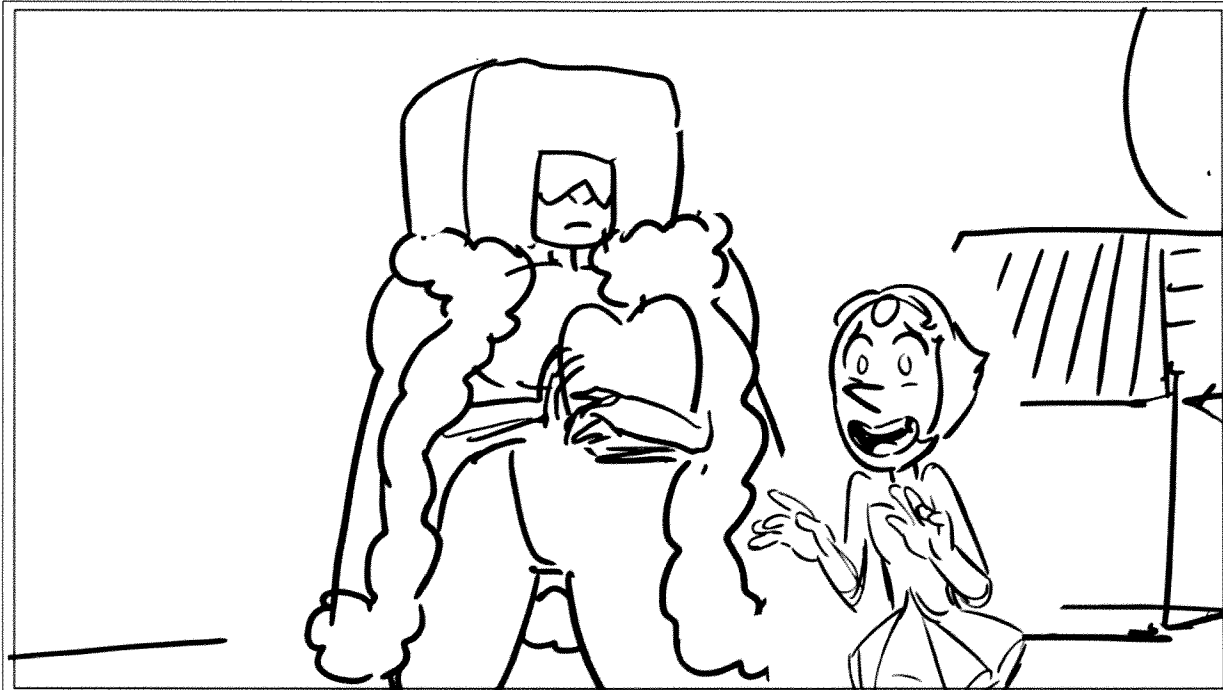
JUL 19 2013

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1020.014

1020.014

Scene	Panel
81	4



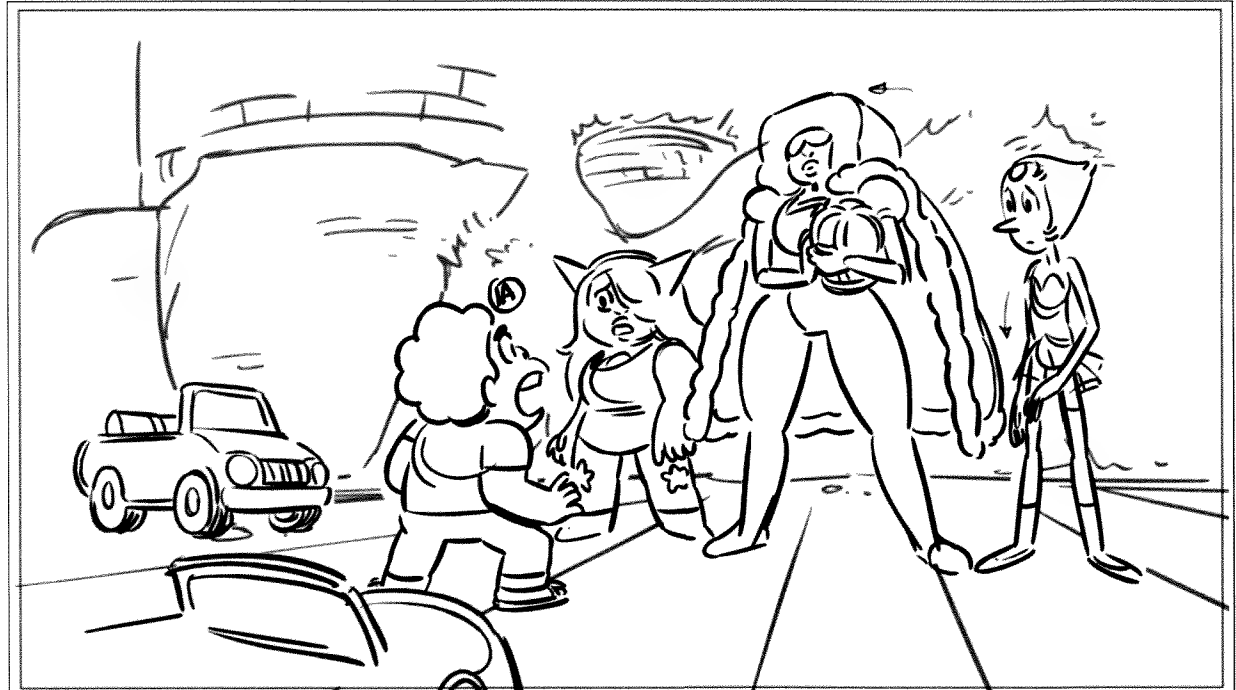
Dialogue

PEARL: Nothing against children!

Slugging

3.06

Scene	Panel
82	1



Dialogue

STEVEN: Children!? Everyone gets to have birthdays!

Slugging

4.12

Notes

H.U. Pearl and Garnet to previous scene.

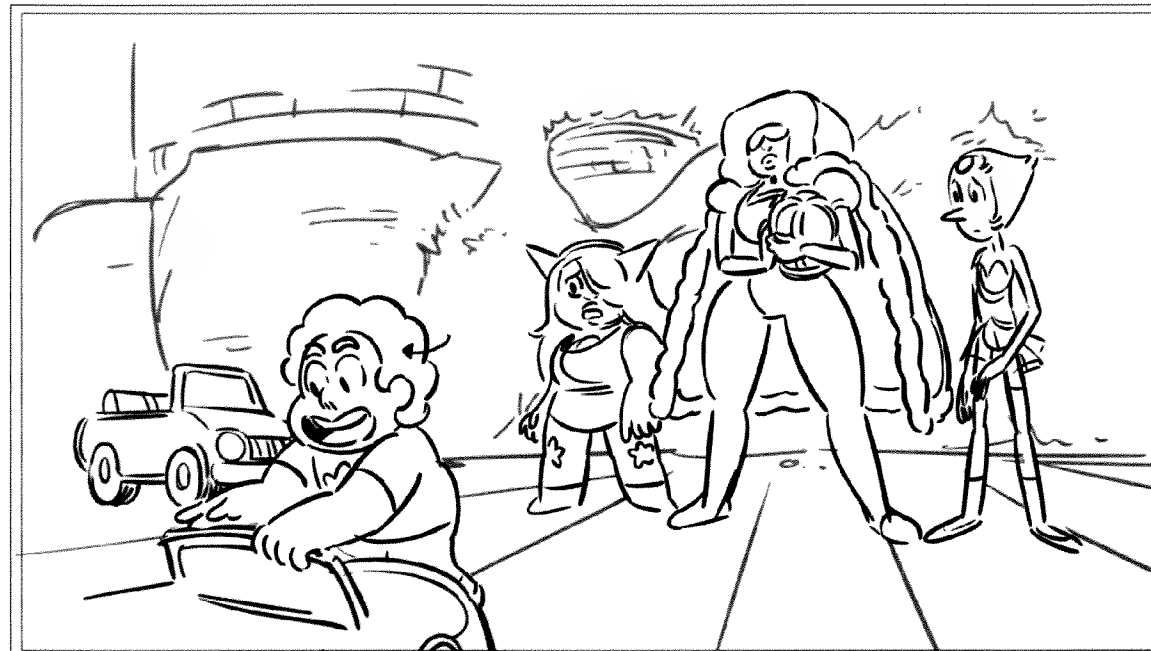
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel	
82	cont	2



Dialogue

STEVEN: Seriously, give it a try!

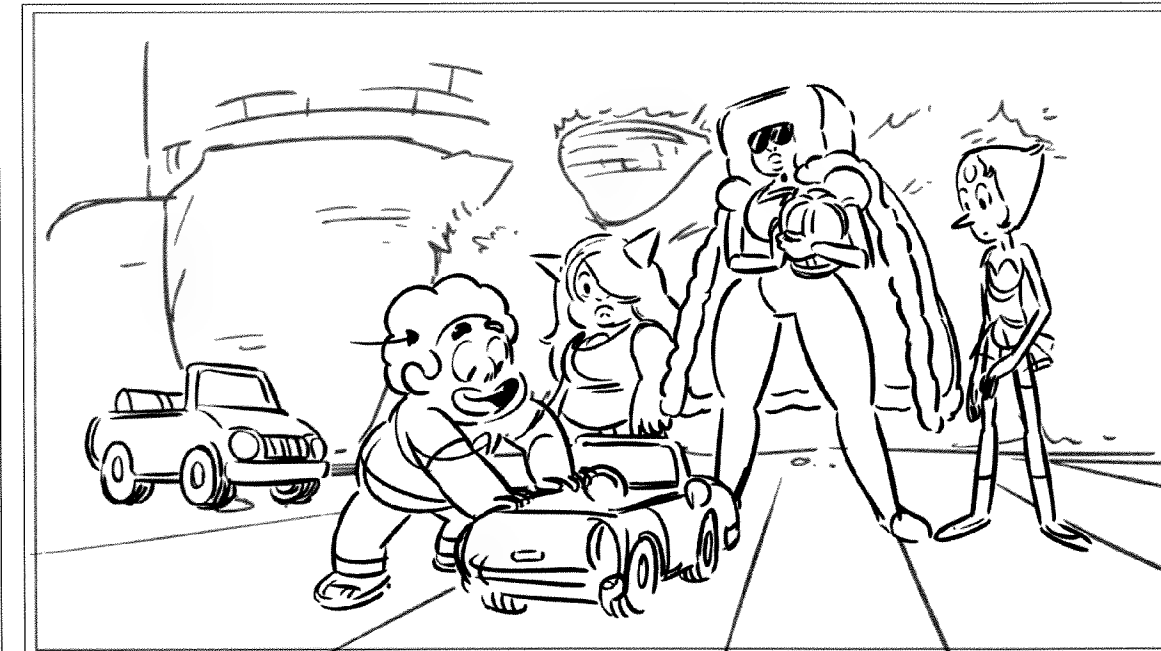
Action Notes

Steven turns around and reaches out to grab one of the powerwheels.

Slugging

2.09

Scene	Panel	
82	cont	3



Dialogue

STEVEN: You're never too old!

Action Notes

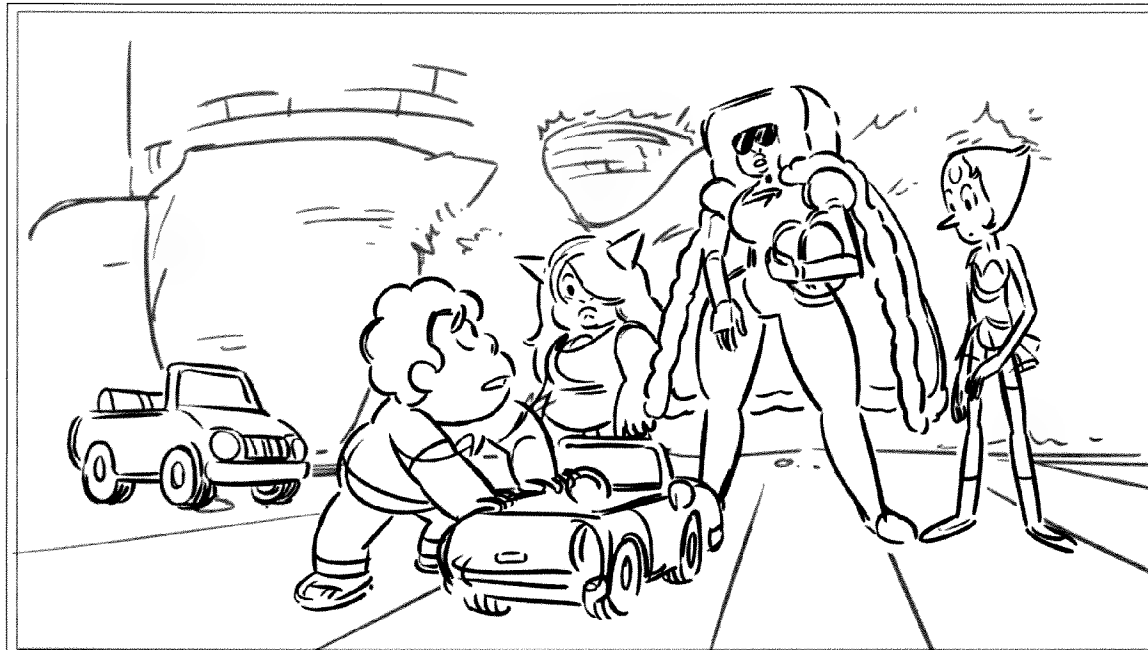
Steven pulls powerwheel forward.
Everyone looks down.

Slugging

2.02

JUL 19 2013

Scene	Panel
82	4



Dialogue

GARNET: We're just too big.

Action Notes

Steven looks up.

Slugging

2.09

Scene	Panel
83	1



Dialogue

STEVEN: You're not too big!

Action Notes

Steven is looking at Garnet O/S.

Slugging

2.01

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
83	<i>CONT</i>

2



Dialogue

STEVEN: You just, um...

Slugging

1.05

Scene	Panel
83	<i>CONT</i>

3



Dialogue

STEVEN: You just get in...

Slugging

1.12

JUL 19 2016

1020.014


1020.014

1020.014

1020.014

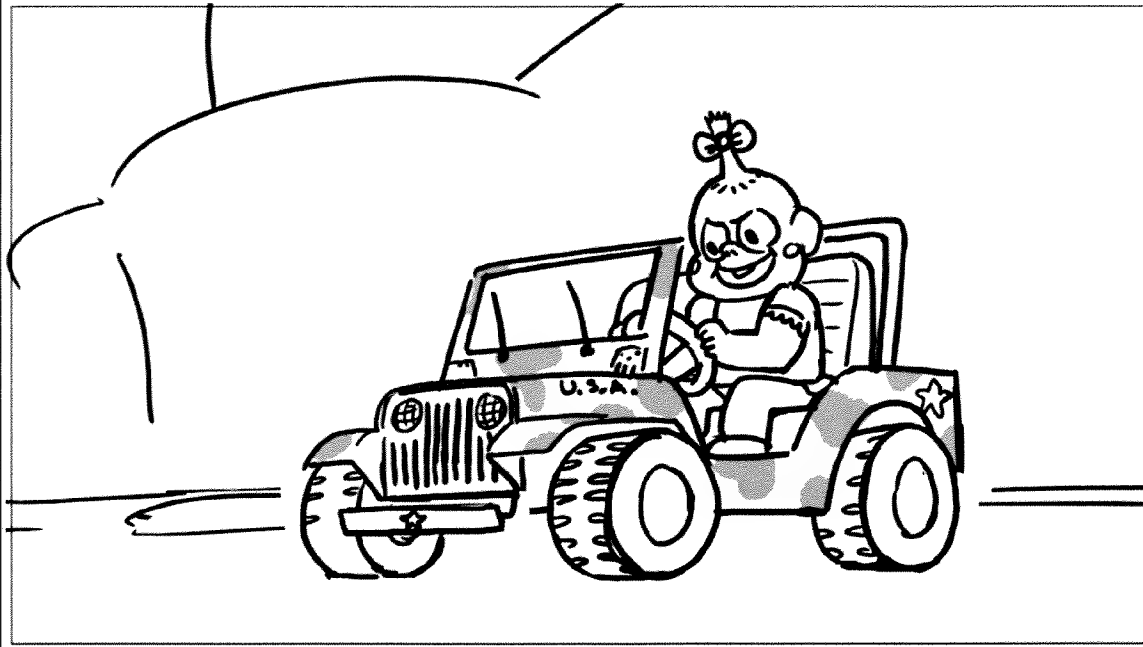


Scene	Panel	
83	<i>cont</i>	4
		
<p>Dialogue</p> <p>STEVEN: ...and then, um....</p>		
<p>Slugging</p> <p>3.05</p>		

Scene	Panel	
83	<i>cont</i>	5
		
<p>Dialogue</p> <p>AMETHYST (os): I can fit!</p>		
<p>Action Notes</p> <p>Steven looks screen right to Amethyst O/S.</p>		
<p>Slugging</p> <p>1.03</p> <p>JUL 19 2015</p>		

1020.014

Scene	Panel
84	1



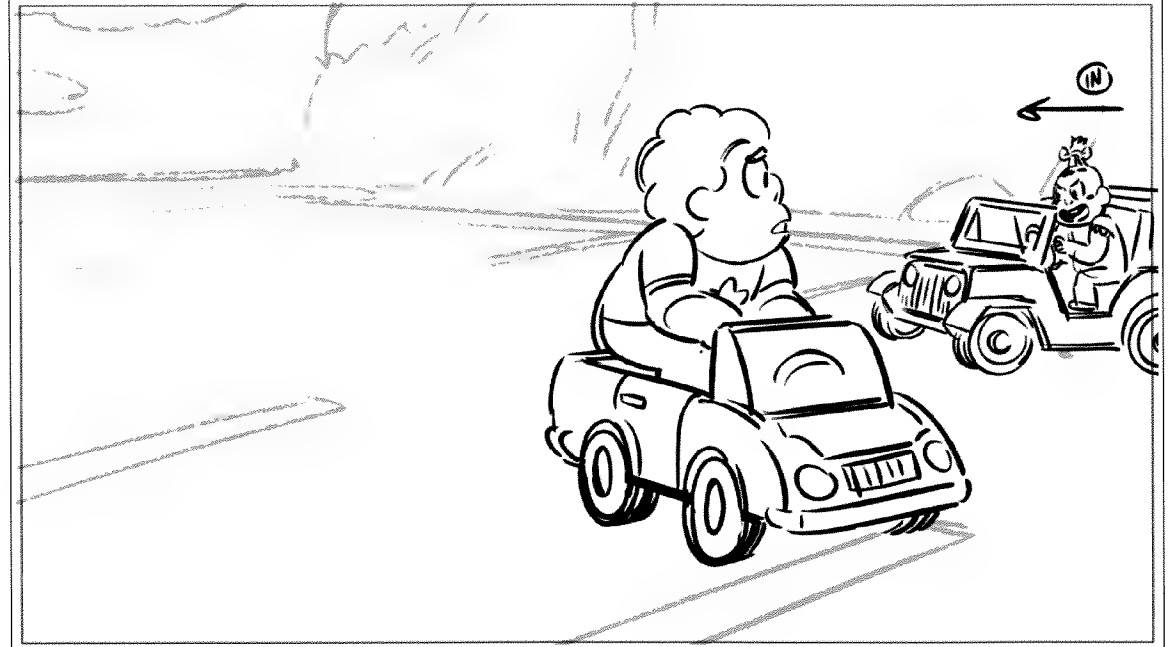
Dialogue

AMETHYST: Which way to the baby war?

Slugging

2.10

Scene	Panel
85	1



Dialogue

AMETHYST: Eat tread, dirtbags!

Action Notes

Amethyst drives her car towards screen left.
Steven turns his head to follow Amethyst driving.

Slugging

Panels 1 + 2 = 4.01

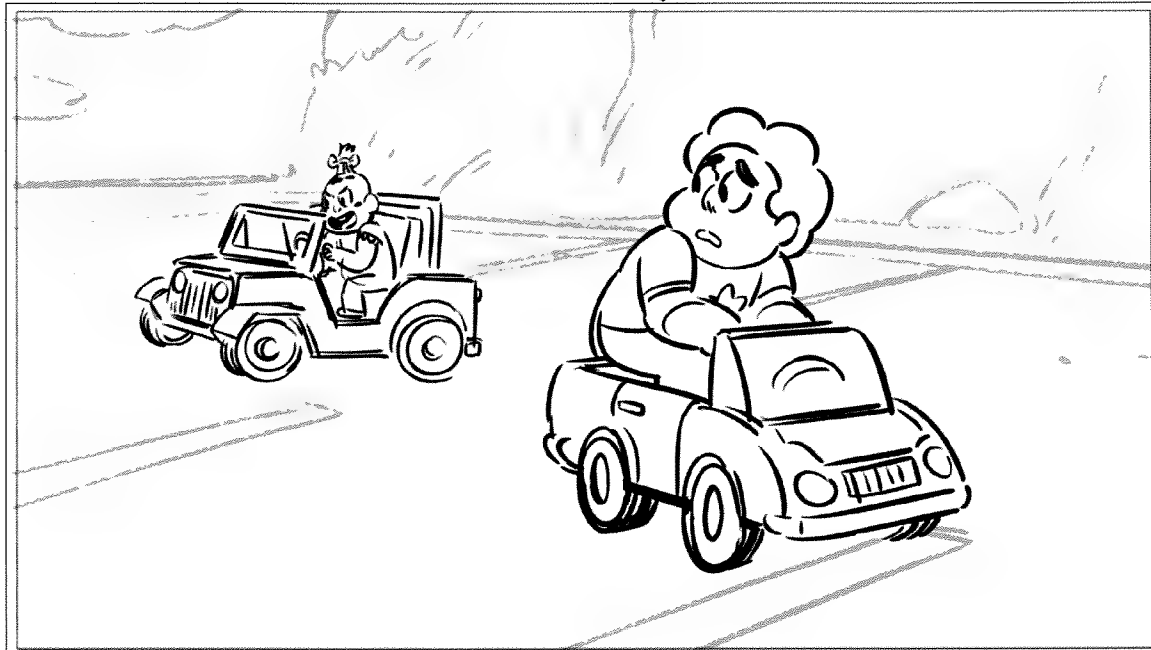
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
85	2



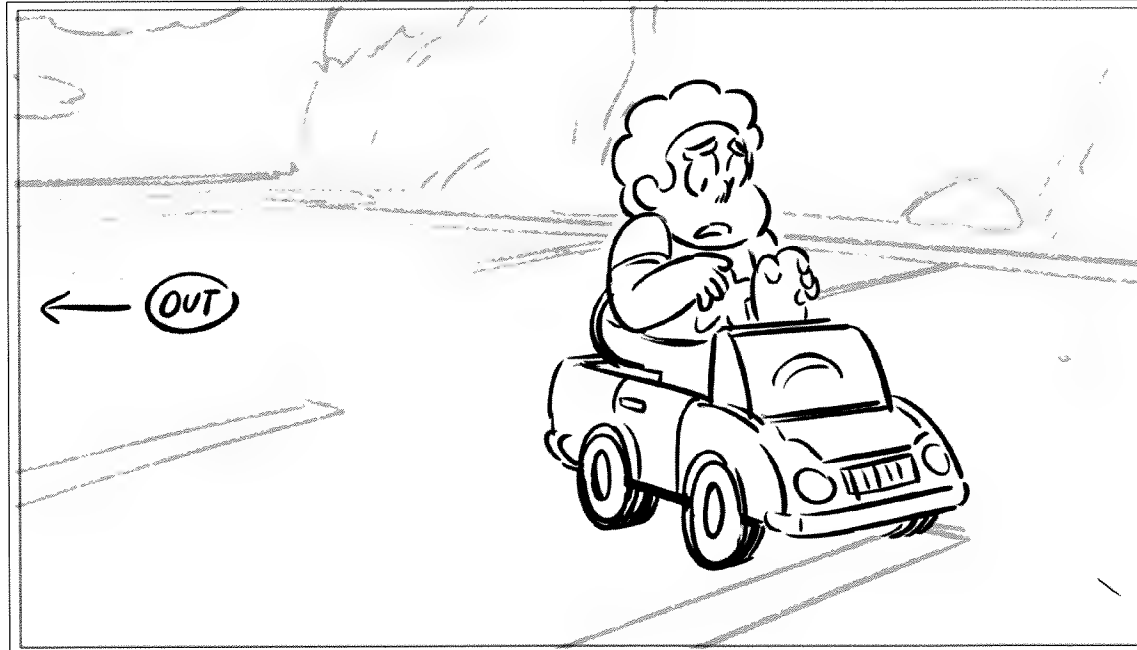
Dialogue

AMETHYST: Eat tread, dirtbags!

Action Notes

Amethyst drives her car towards screen left.
Steven turns his head to follow Amethyst driving.

Scene	Panel
85	3



Dialogue

STEVEN: ...what if birthdays ARE just for little kids?

Action Notes

Amethyst drives OUT screen left.
Steven looks down.

Slugging

4.04

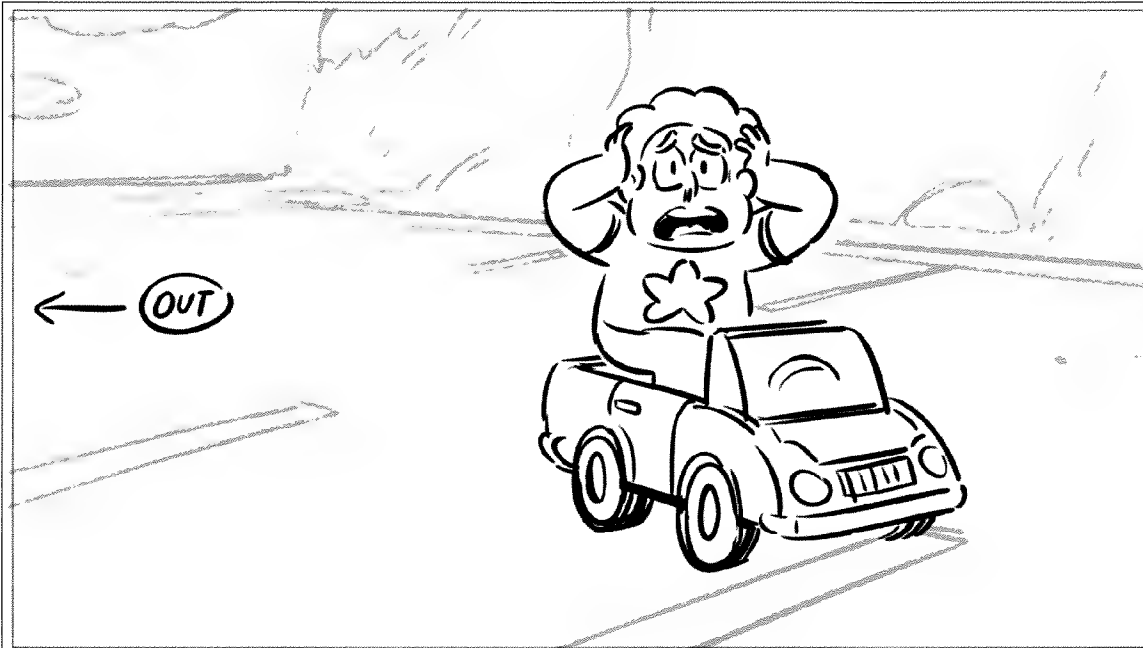
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
85	<i>CONT</i> 4



Dialogue

STEVEN: ...what if even, I'M too old?

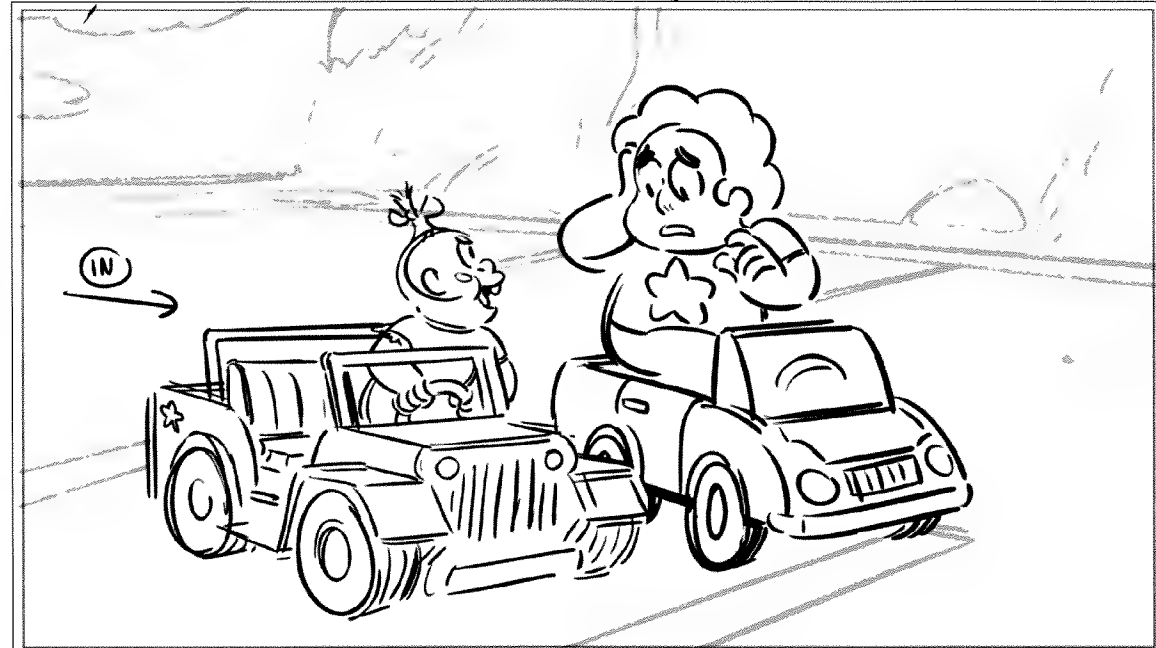
Action Notes

Steven grabs his head - looking forward at the camera.

Slugging

4.13

Scene	Panel
85	<i>CONT</i> 5



Dialogue

AMETHYST: No way! You totally fit!

Action Notes

Amethyst IN screen left and stops next to Steven.

Slugging

4.02

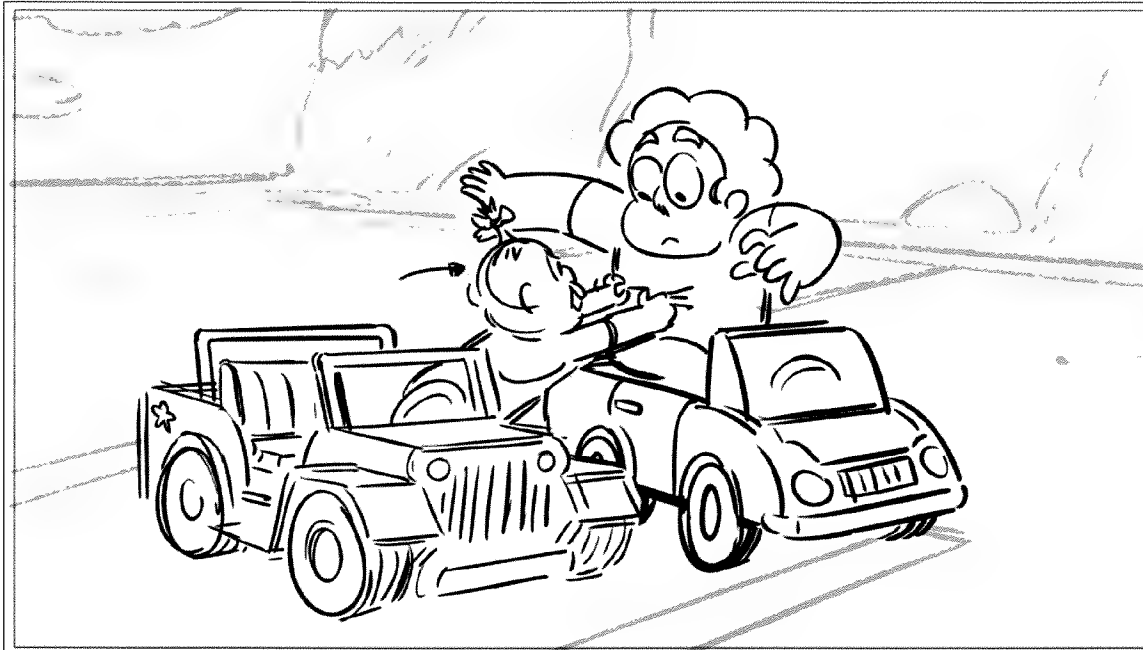
JUL 19 2013

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1020.014

1020.014

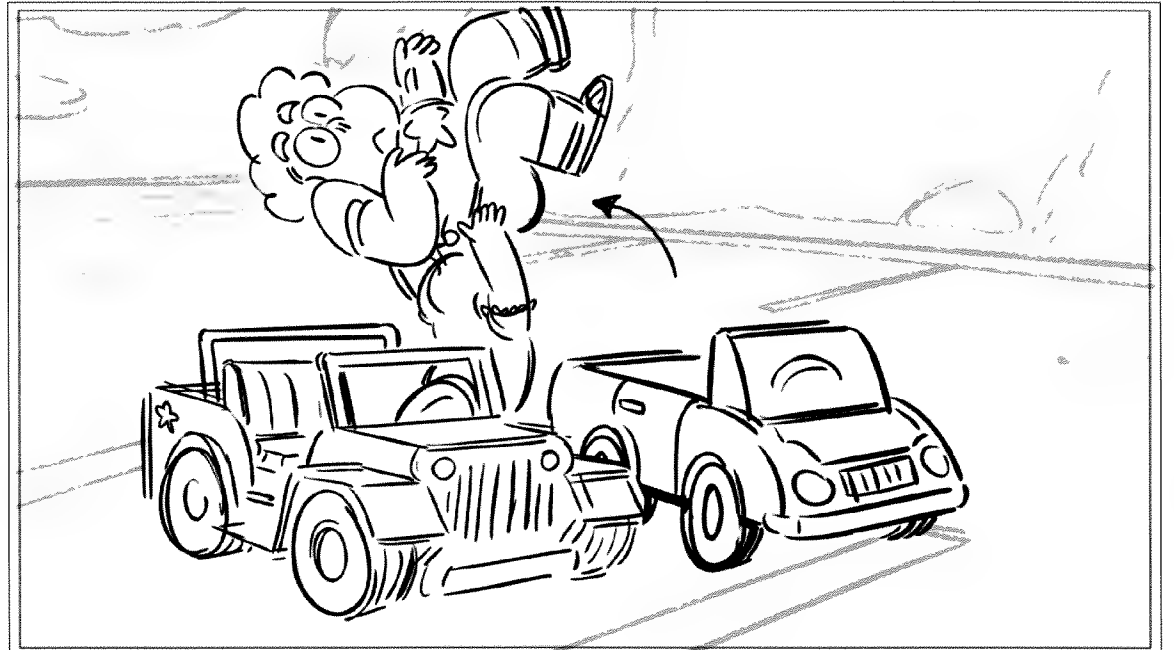
Scene	Panel
85	<i>CONT</i>



Action Notes
Amethyst picks up Steven.

Slugging
0.05

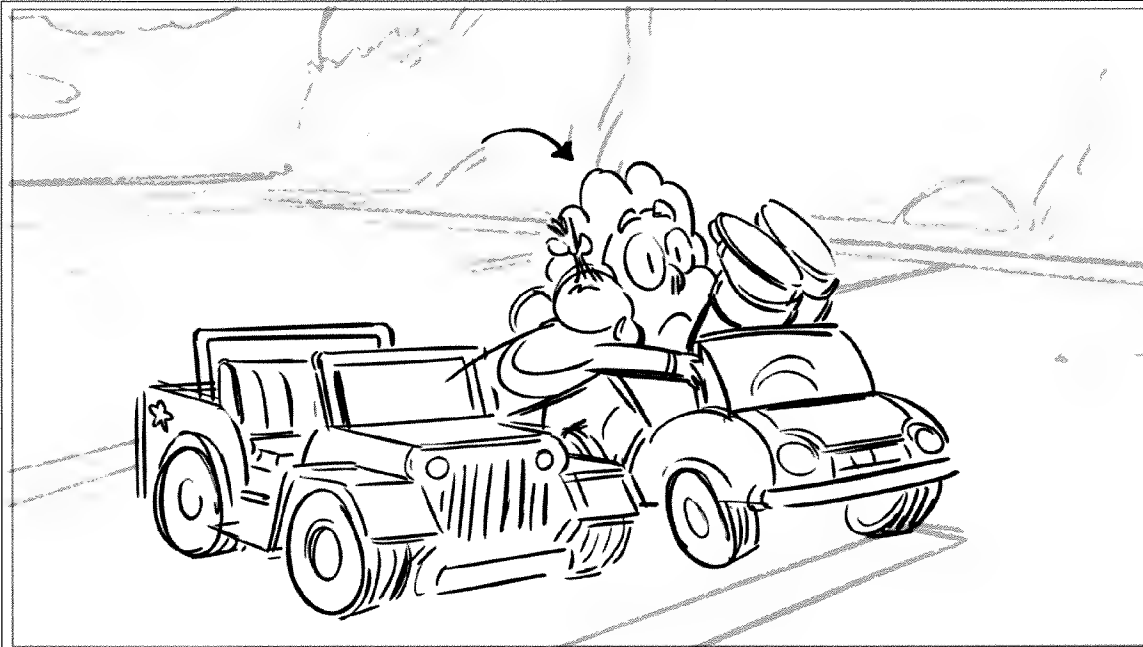
Scene	Panel
85	<i>CONT</i>



Slugging
0.10

JUL 19 2013

Scene 85 Panel 8



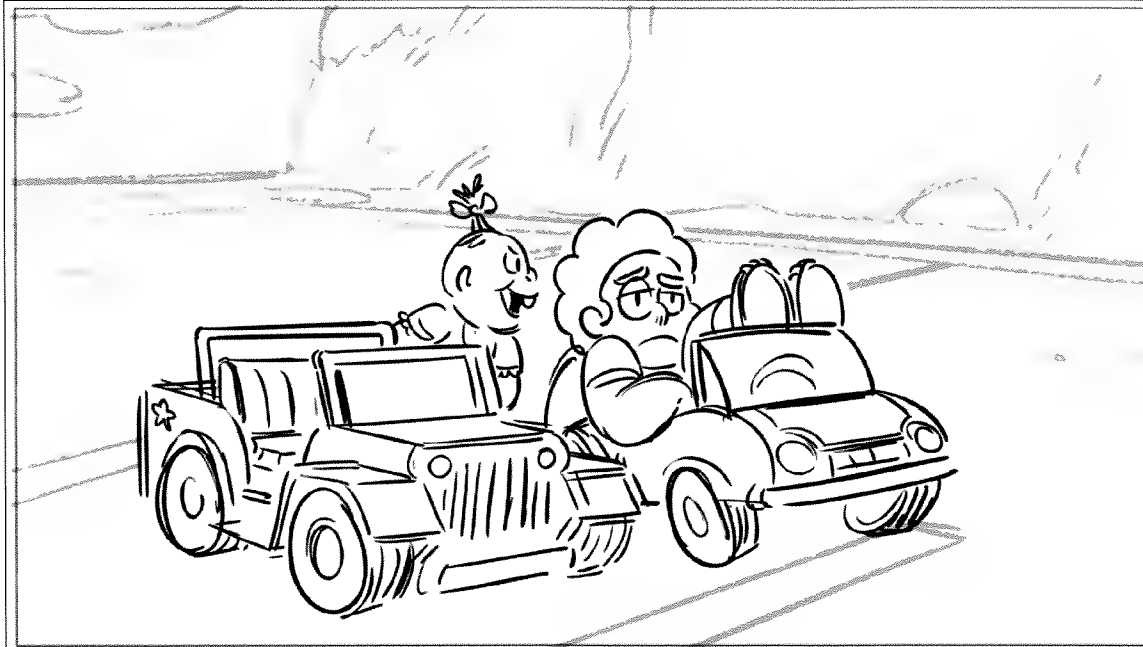
Action Notes

Amethyst slams Steven into his powerwheels.

Slugging

0.05

Scene 85 Panel 9



Dialogue

AMETHYST: Oh, my bad, you are too old.

Action Notes

Steven's feet hang over the front window.

Slugging

4.11

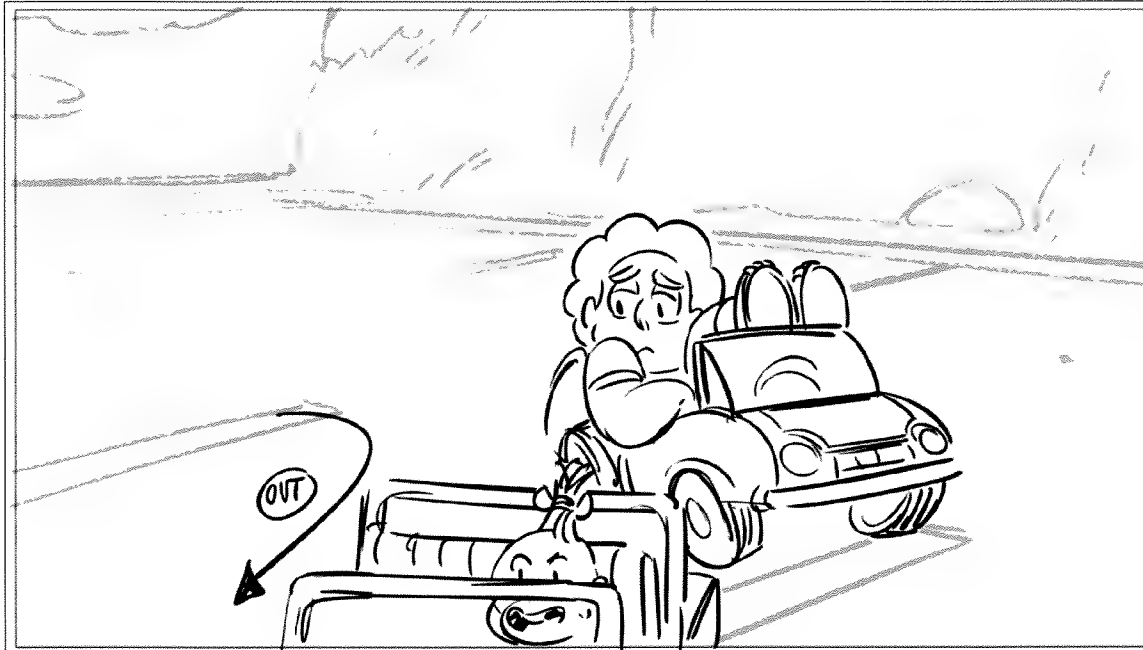
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
85	<i>CONT</i> 10



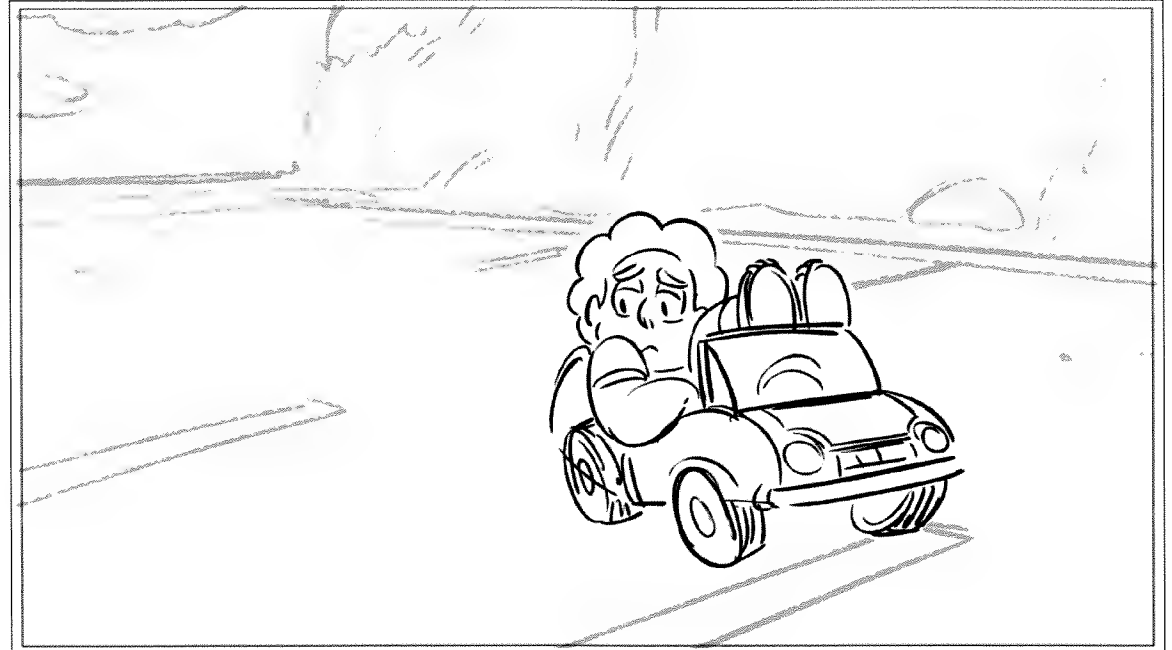
Action Notes

Amethyst drives OUT.

Slugging

Panels 10 + 11 = 1.08

Scene	Panel
85	<i>CONT</i> 11



Action Notes

Amethyst drives OUT.

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
86	1



Dialogue

PEARL: Are you okay?

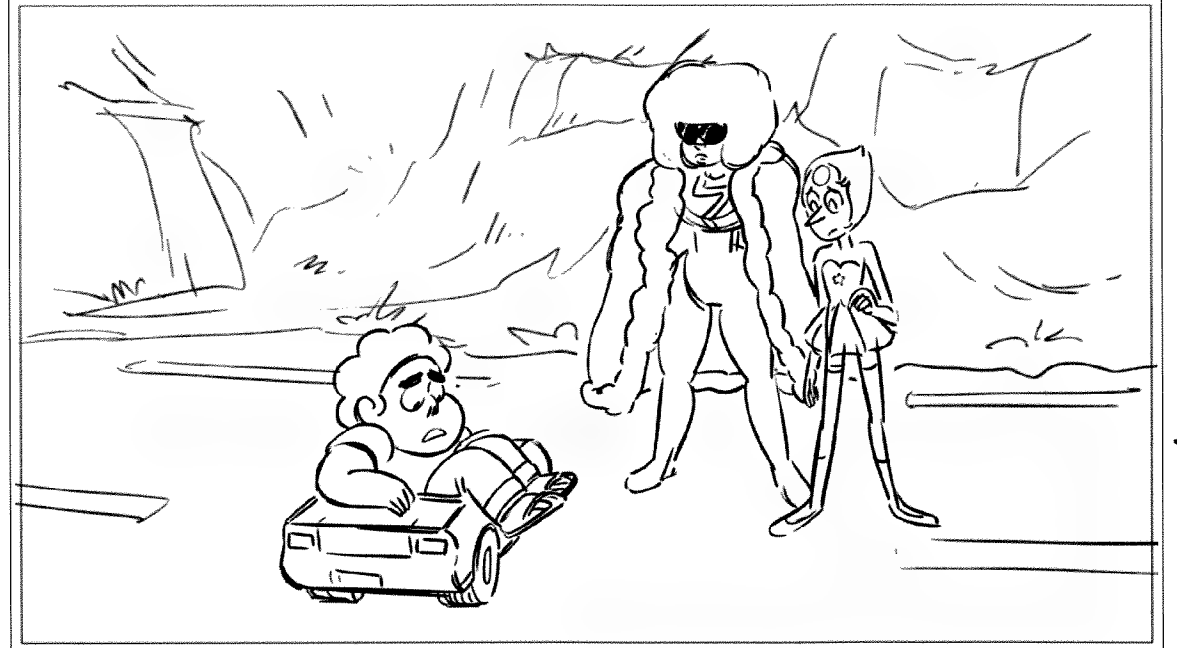
Action Notes

Pearl looking at Steven O/S.

Slugging

2.06

Scene	Panel
87	1



Dialogue

STEVEN: I'm fine...

Slugging

2.05

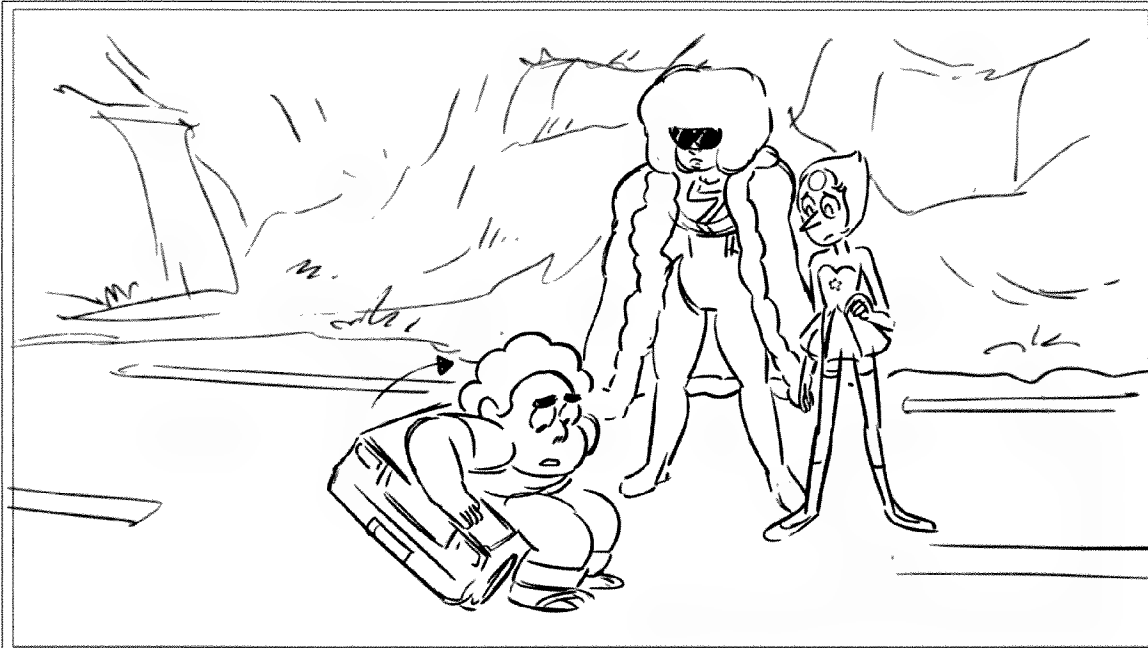
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
87	CONT

**Dialogue**

STEVEN: I just need to think.

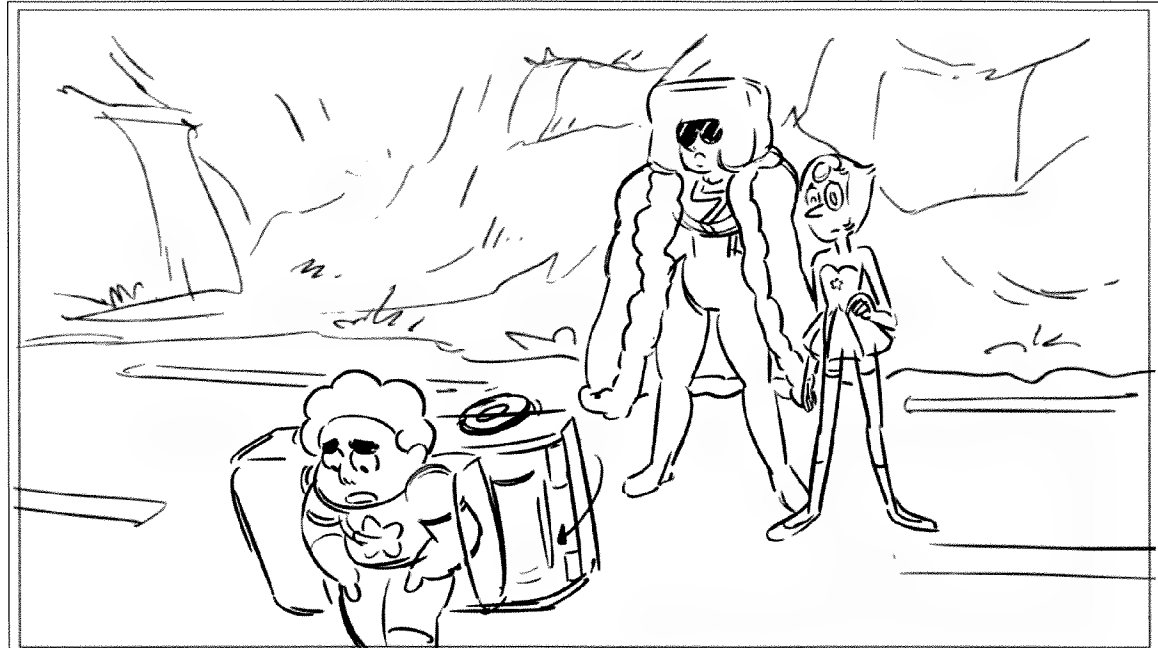
Action Notes

Steven bends forwards - starts to stand up with powerwheel stuck to his butt.

Slugging

2.05

Scene	Panel
87	CONT

**Dialogue**

STEVEN: Kazoo racers suddenly seems undignified.

Action Notes

Steven turns and walks off with the car stuck to his butt.

Slugging

5.09

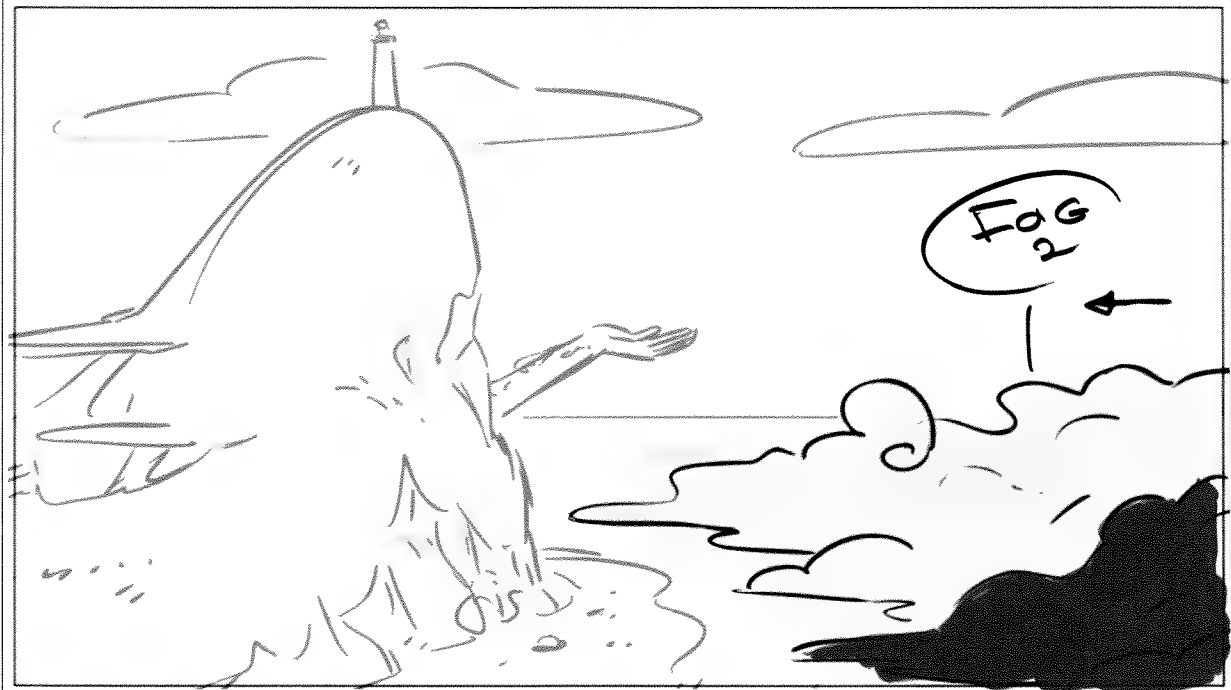
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
88	1



Action Notes

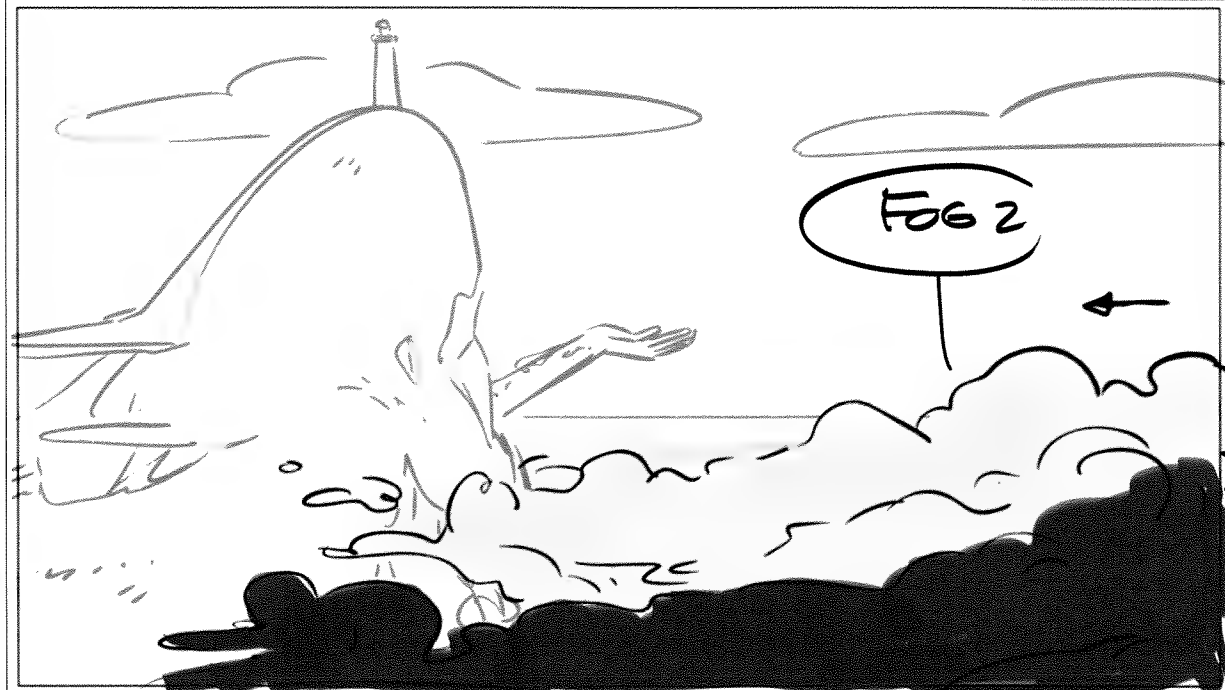
A fog passes over the town.

Slugging

0.11

Fog ①

Scene	Panel
88	2



Action Notes

A fog passes over the town.

Slugging

1.11

Fog ①

JUL 19 2013

Scene	Panel
89	1



Dialogue

STEVEN: I never realized birthdays meant leaving things behind.

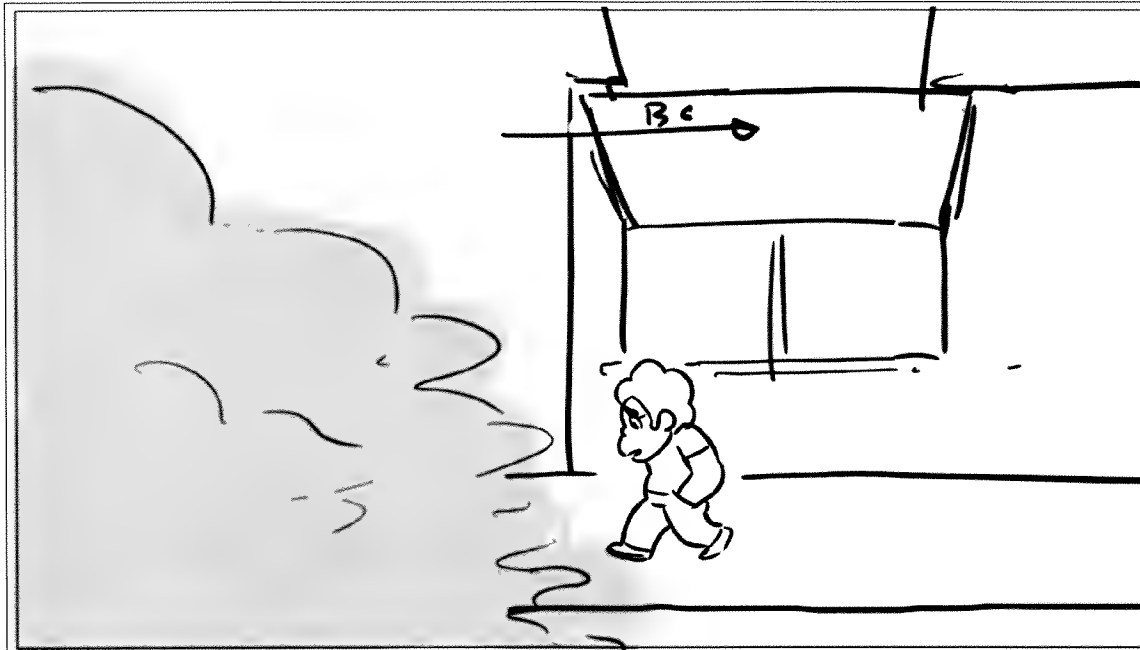
Action Notes

BG moves screen right as Steven is walking.

Slugging

5.08

Scene	Panel
89	2



Dialogue

STEVEN: Now that I'm old,

Action Notes

Fog moves in from screen left.
BG moves screen right.

Slugging

1.08

JUL 19 2013

1020.014

1020.014

1020.014



Scene	Panel
89	CONT 3

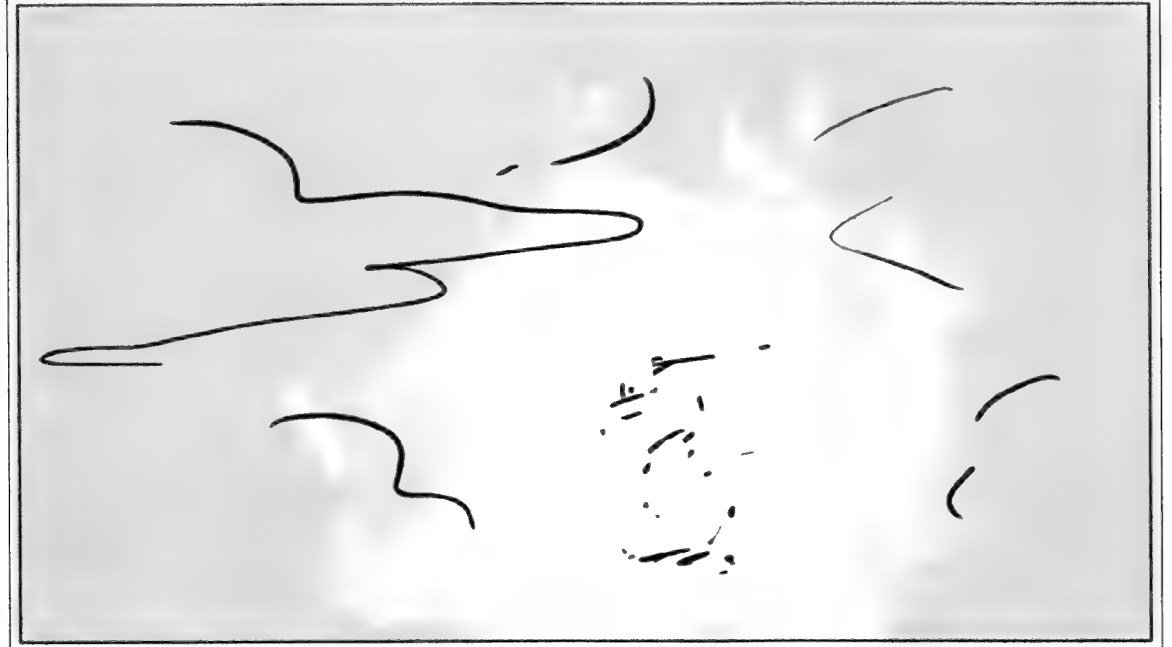


Dialogue
STEVEN: I can't keep being such a child.

Action Notes
Fog covers Steven.
BG moves screen right.

Slugging
1.09

Scene	Panel
89	CONT 4



Action Notes
Steven's gem glows in the fog with a magicky noise.

Slugging
1.05

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1020.014

1020.014



Scene	Panel
90	1



Action Notes
growing noises (like that wooden stretching sound).

Slugging
0.14

Scene	Panel
90	2



Slugging
0.08

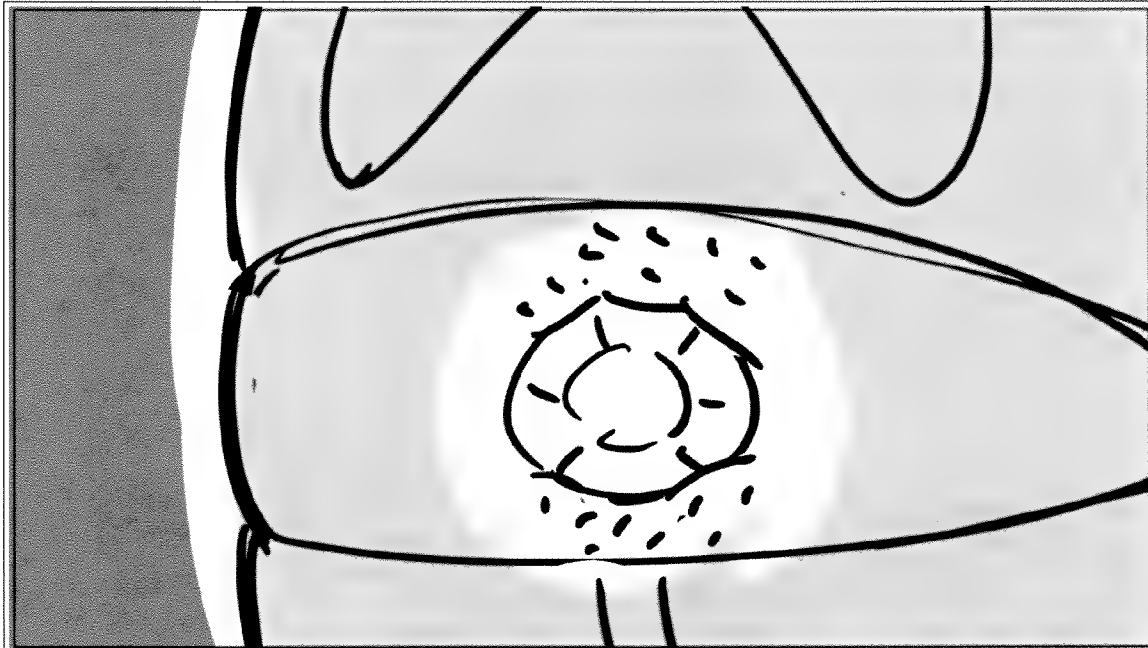
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
90	3



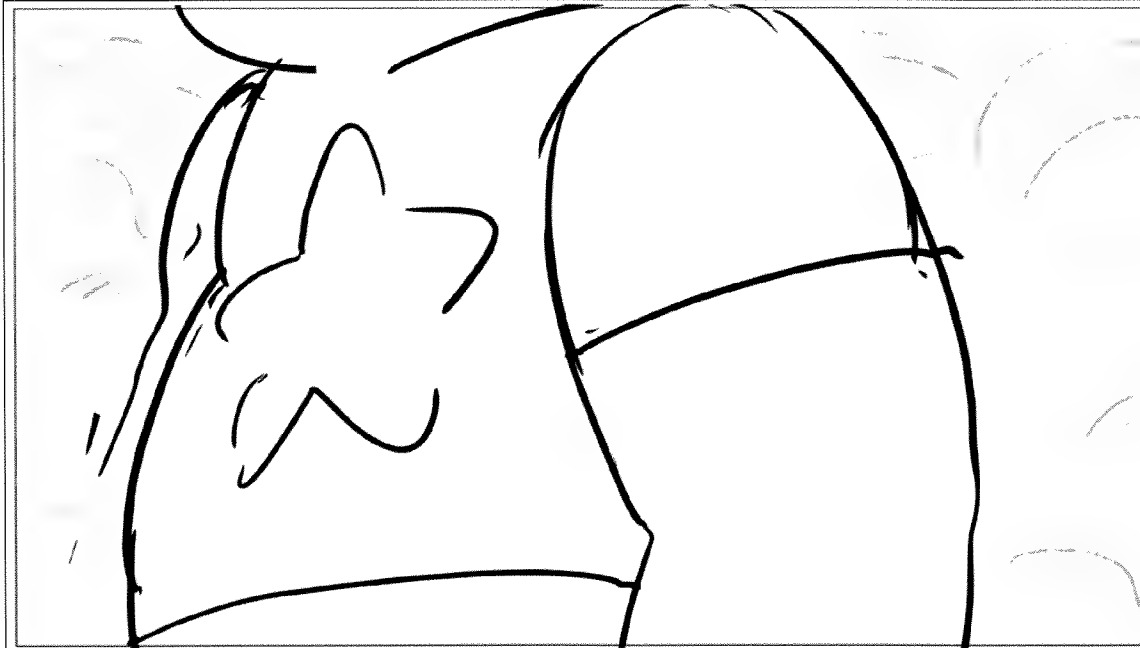
Action Notes

Steven is growing taller causing his shirt lifts up.

Slugging

0.15

Scene	Panel
91	1



Action Notes

Steven is growing.

Slugging

1.01

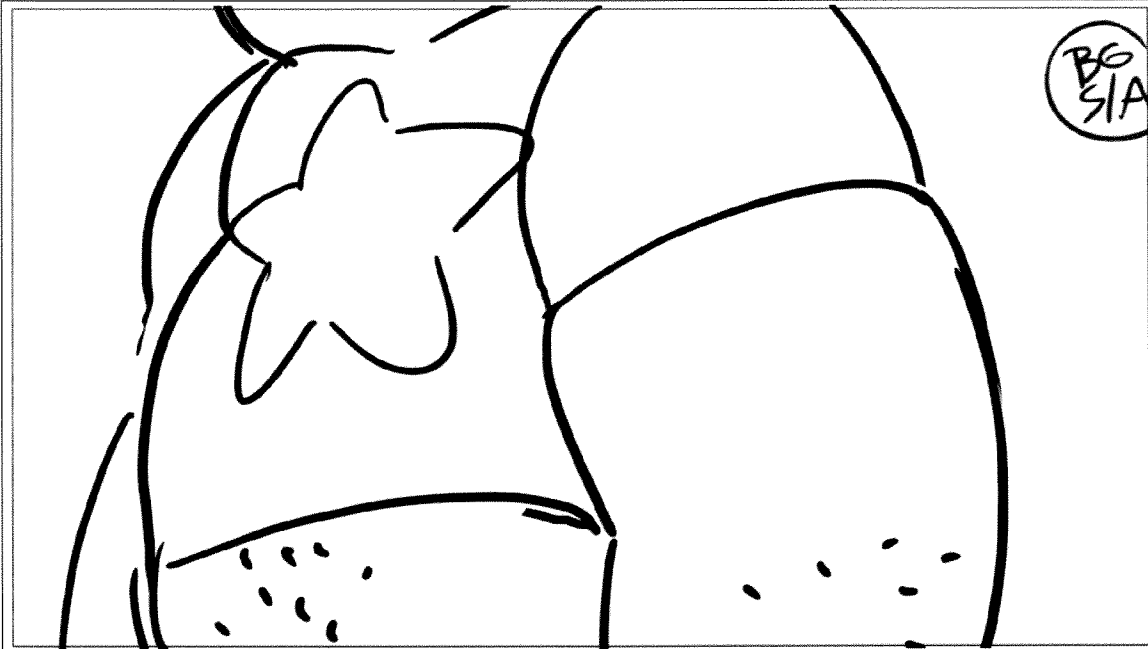
JUL 19 2015

1020.014

1020.014

1020.014

Scene	Panel
91	2

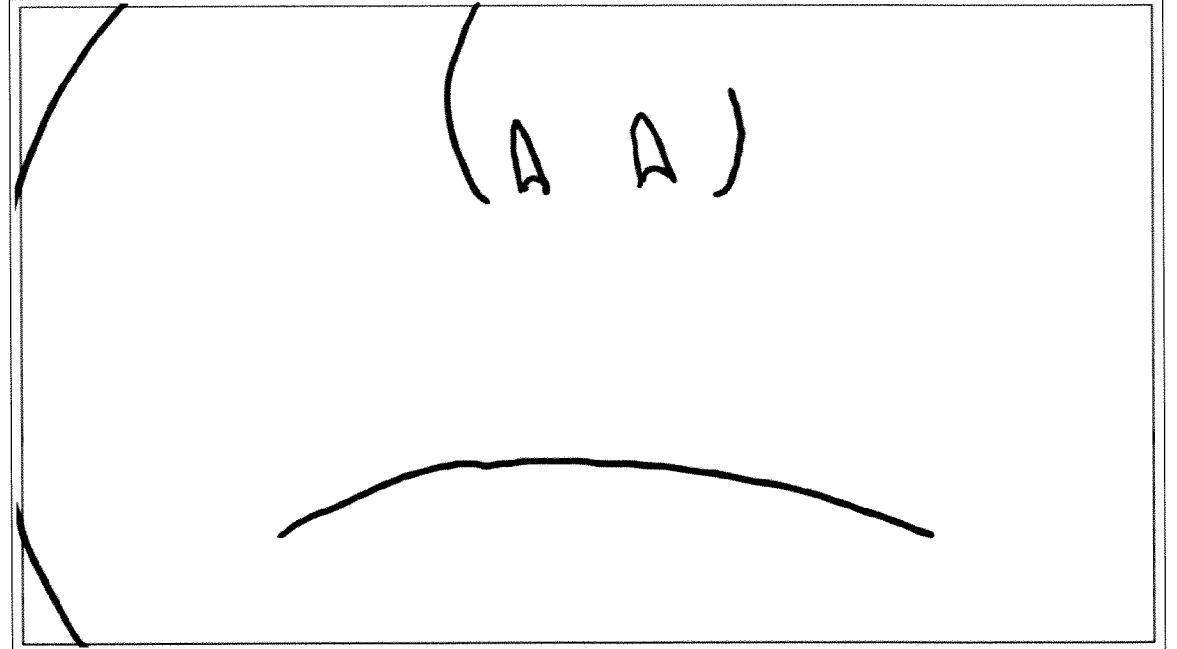
**Action Notes**

Steven is growing taller and a little fatter causing his shirt to become tight on his arms and chest.
Growing/showing more body hair.

Slugging

1.04

Scene	Panel
92	1

**Action Notes**

Steven is still rising up/growing.

Slugging

0.07

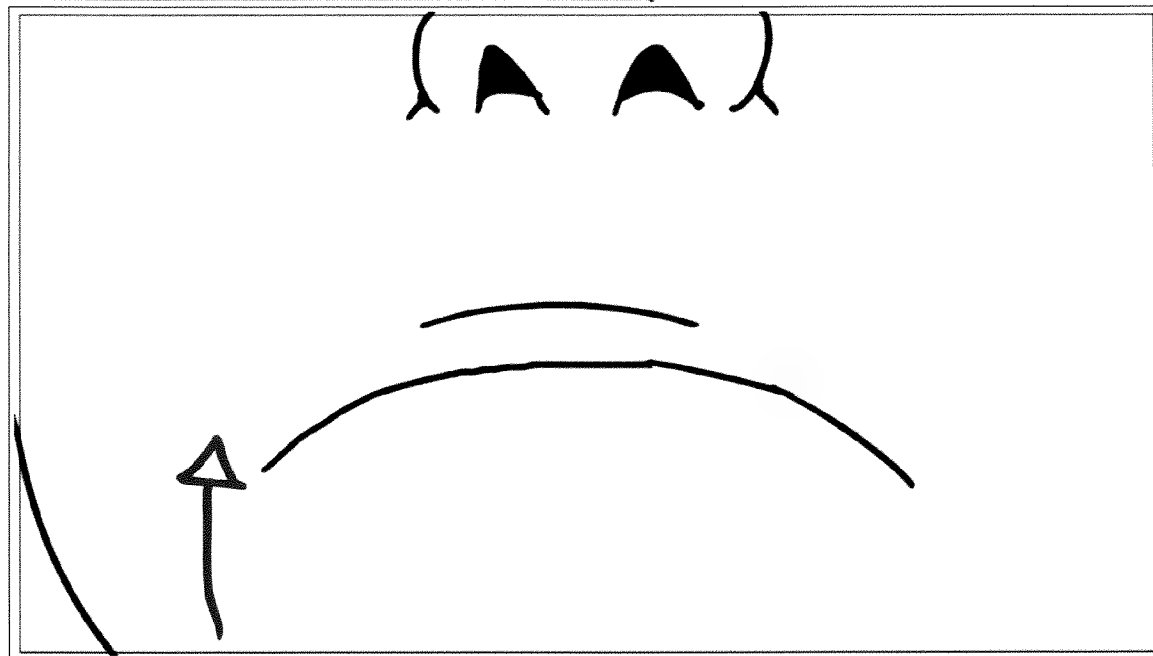
JUL 19 2013

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1020.014

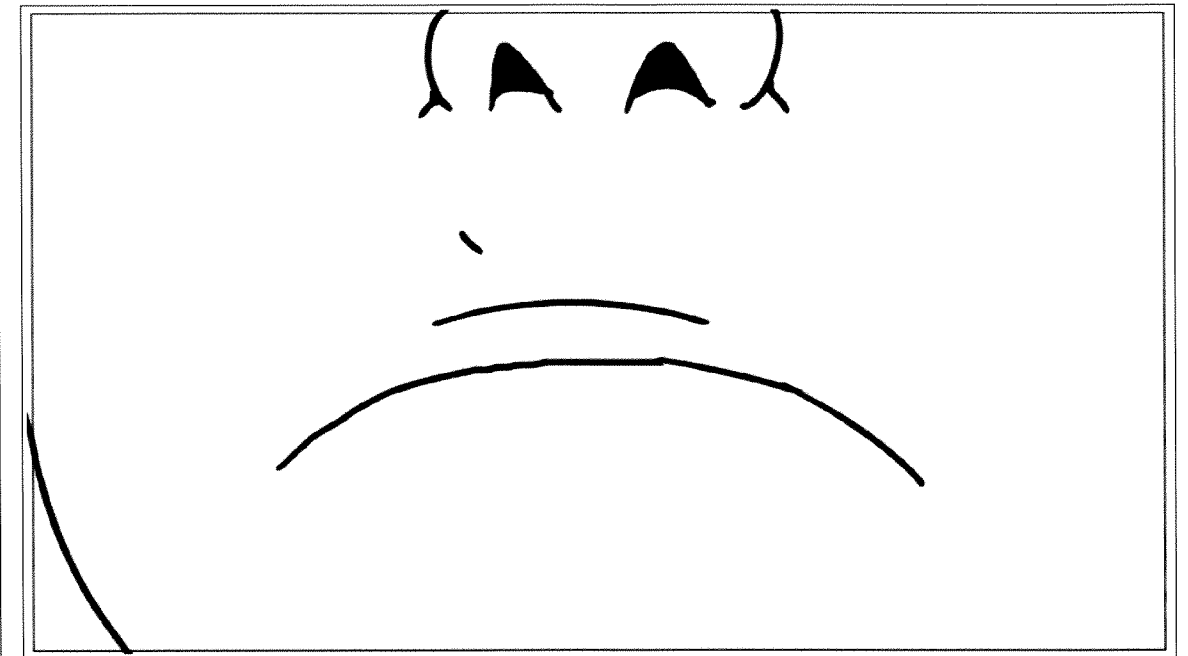
Scene	Panel
92	CONT
2	



Action Notes
Getting older looking.

Slugging
Panels 2 to 13 = 4.08

Scene	Panel
92	CONT
3	



Action Notes
>peenk!< mustache hairs start appearing.

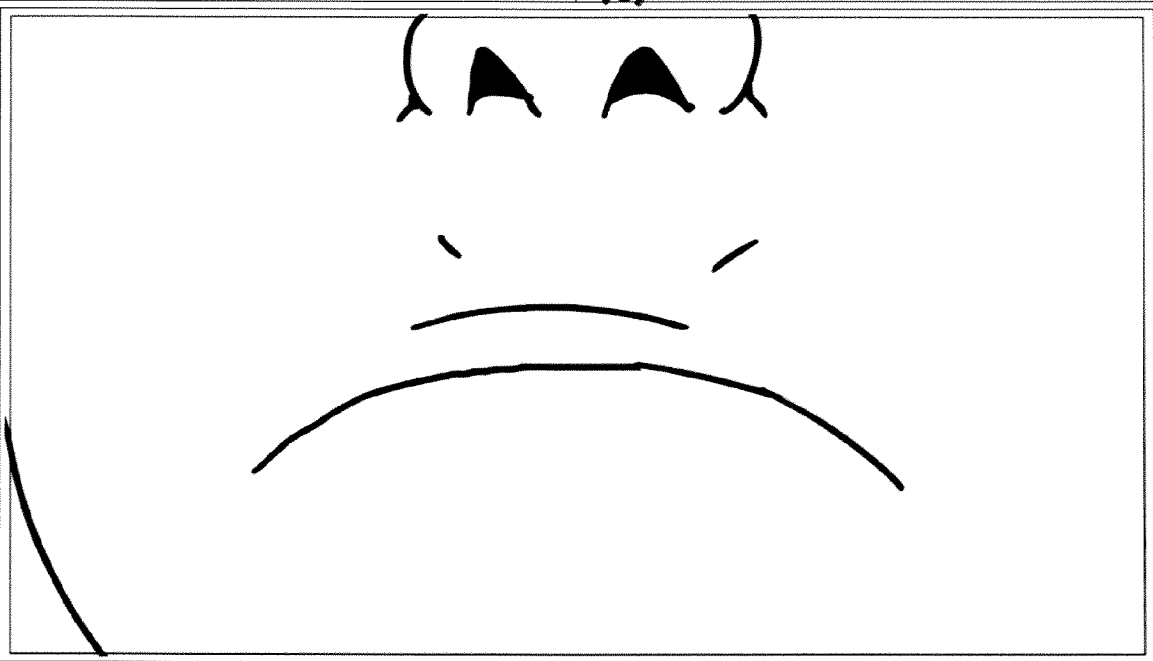
JUL 19 2014

1020.014

1020.014

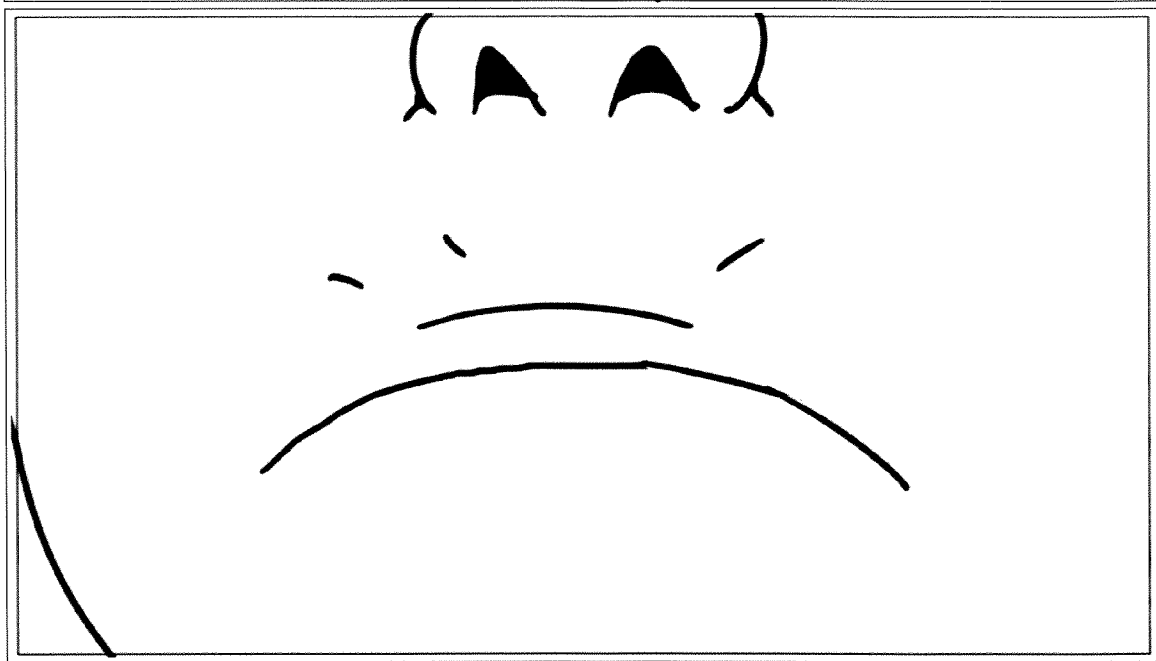
1020.014

Scene	Panel
92	4



Action Notes
>peen!<

Scene	Panel
92	5



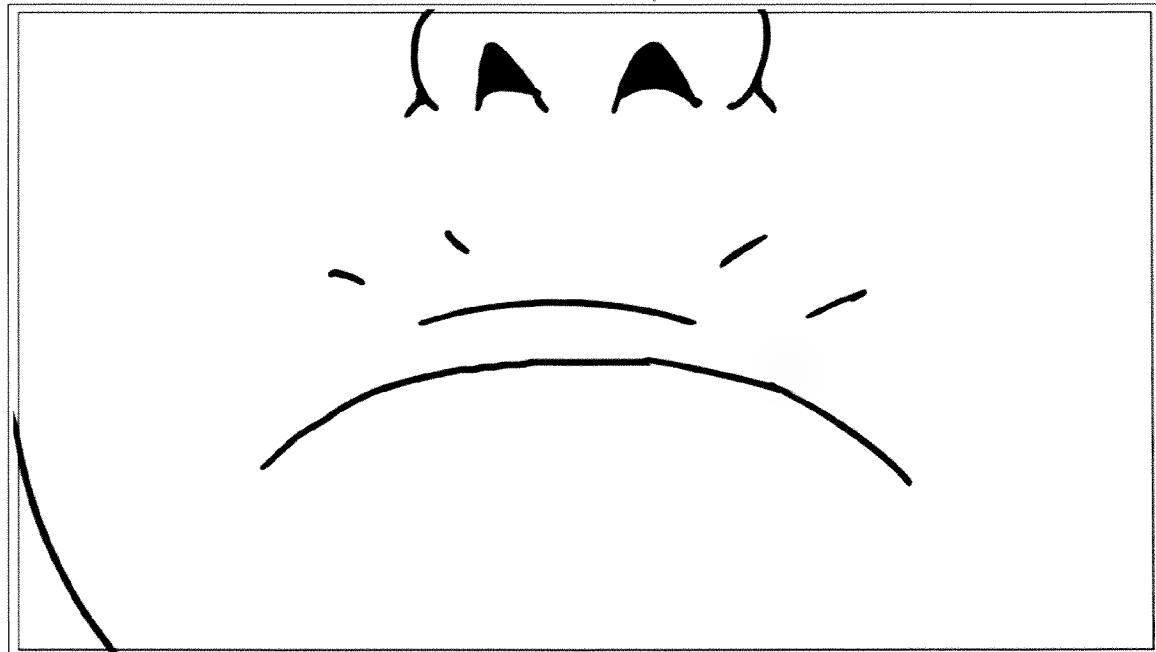
Action Notes
>peen!<

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1020.014

1020.014

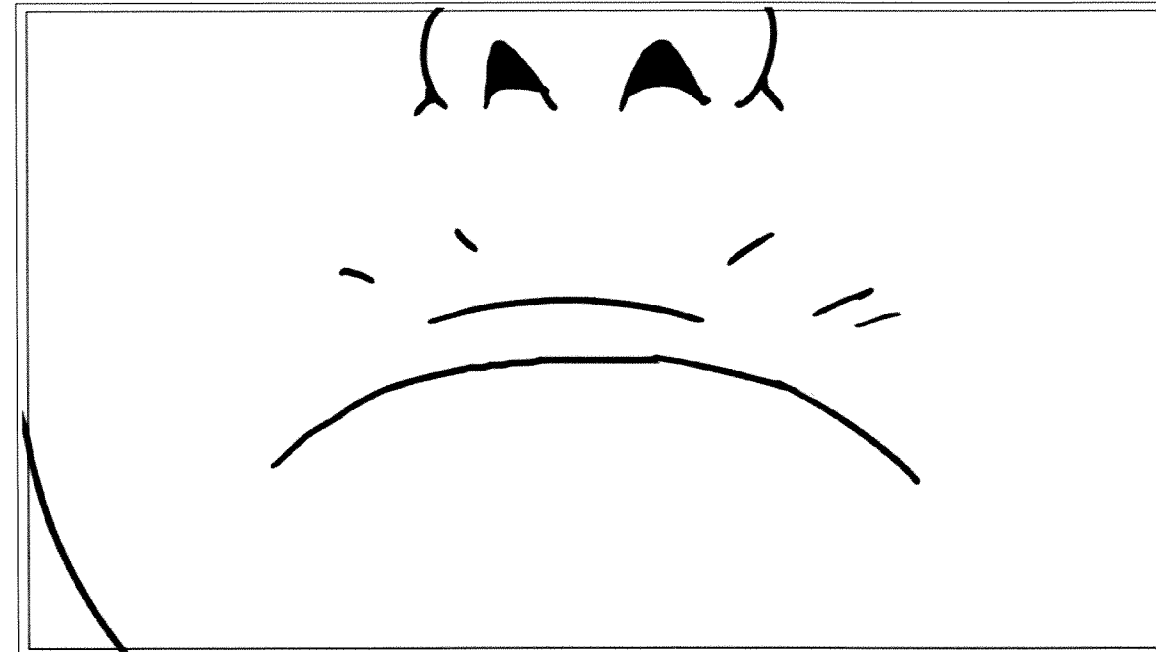
Scene	Panel
92	CONT
6	



Action Notes

>peen!<

Scene	Panel
92	CONT
7	



Action Notes

>peen!<

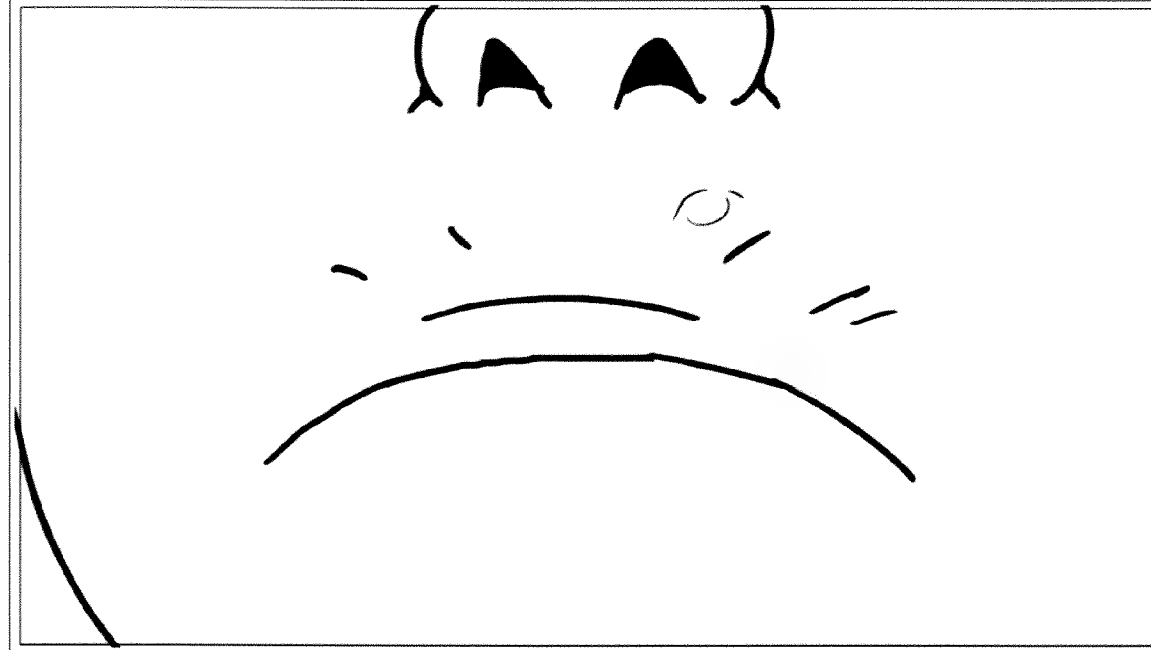
JUL 19 2013

1020-014

1020-014

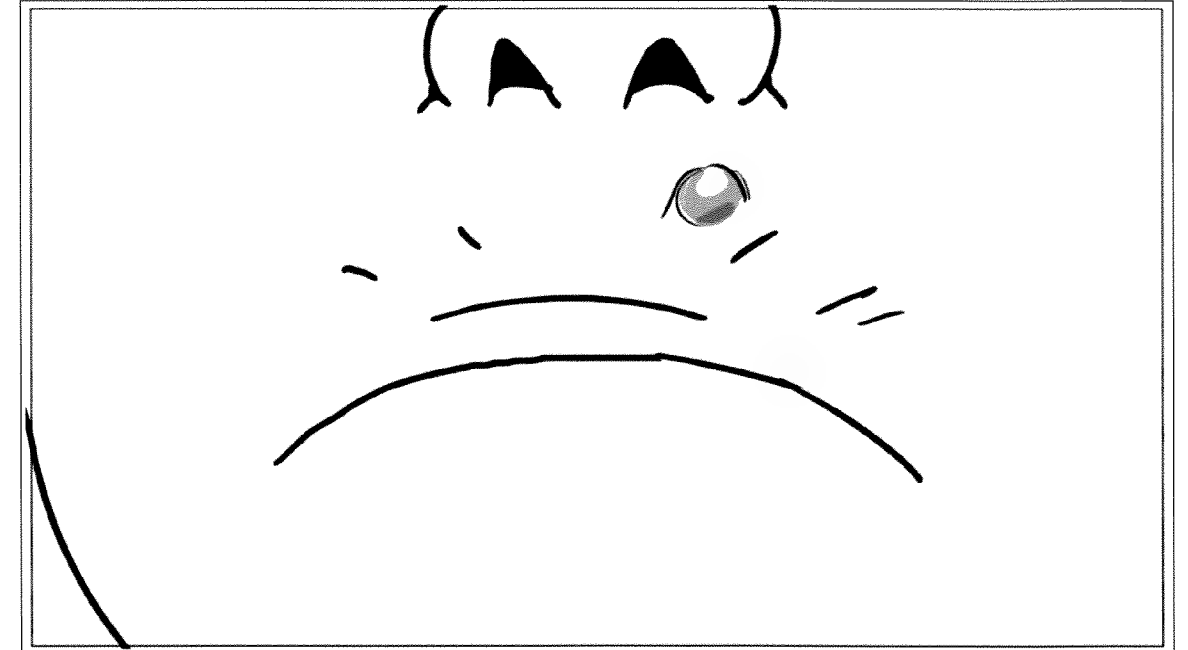
1020-014

Scene	Panel
92	cont
	8



Action Notes
>peen!<

Scene	Panel
92	cont
	9



Action Notes
>peen!<

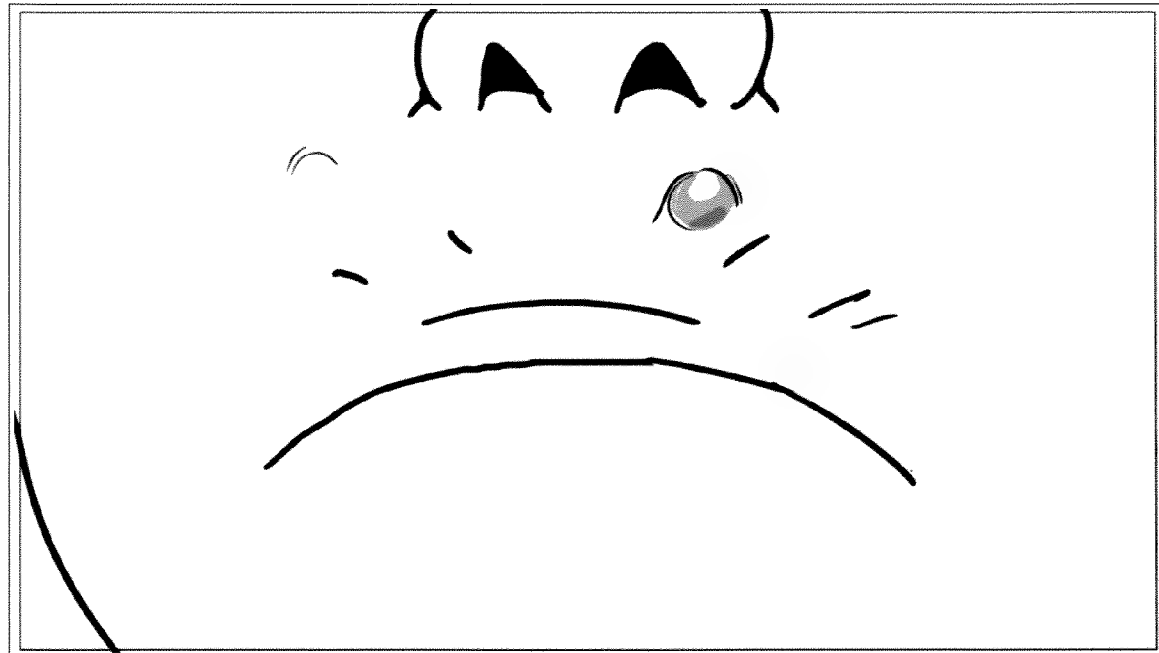
JUL 19 2013

1020.014

1020.014

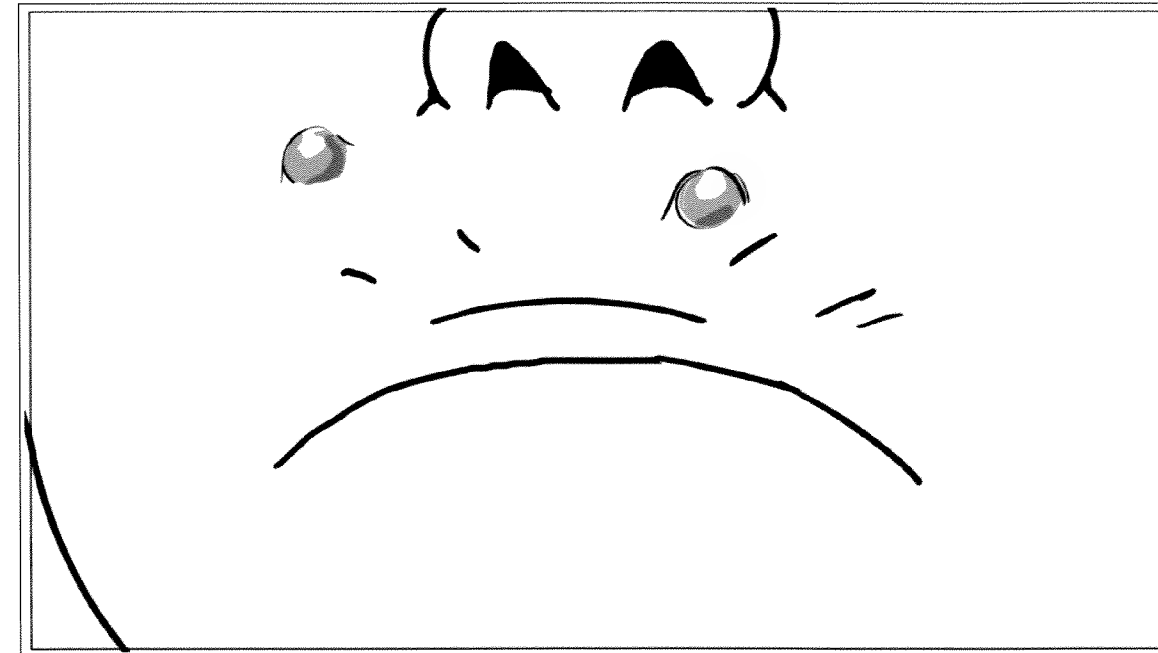
1020.014

Scene	Panel
92	cont 10



Action Notes
>peenk!<

Scene	Panel
92	cont 11



Action Notes
>peenk!<

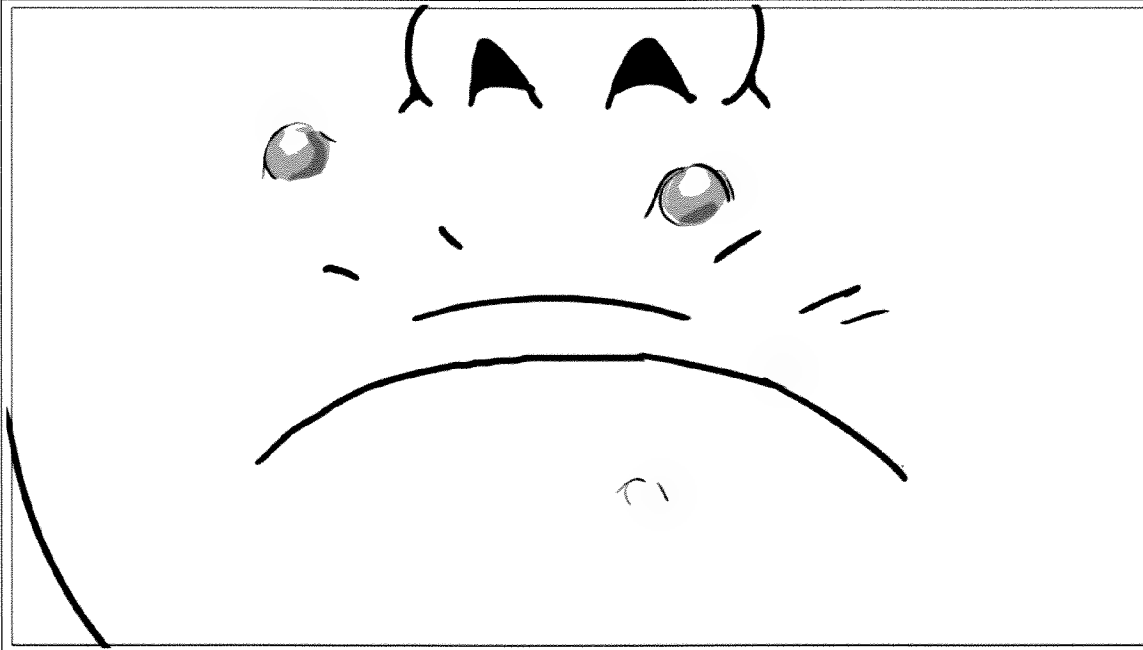
JUL 19 2016

1020.014

1020.014

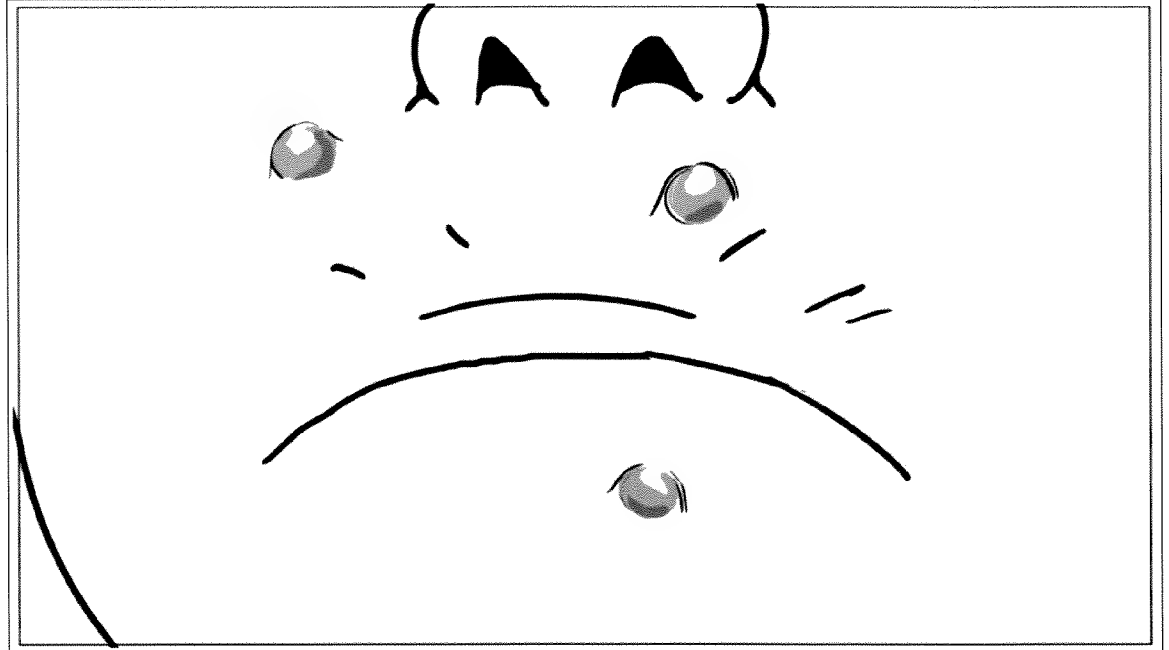
1020.014

Scene	Panel
	92 <i>cont</i>
	12



Action Notes
>peenk!<

Scene	Panel
	92 <i>cont</i>
	13



Action Notes
>peenk!<

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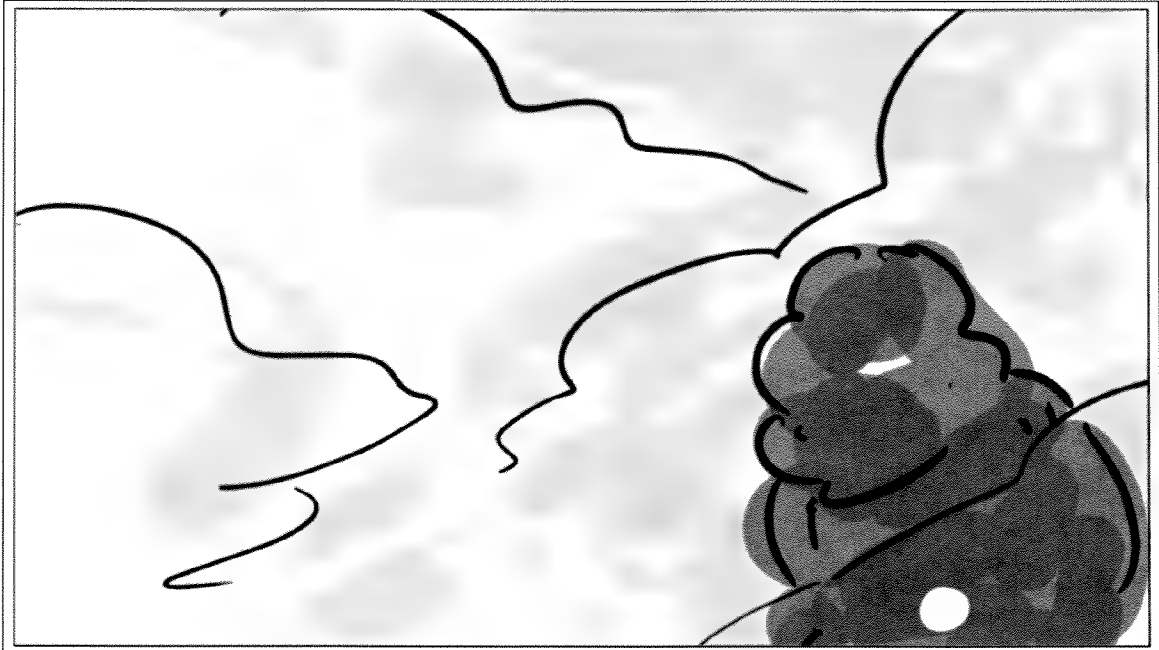
1020.014

1020.014

1020.014



Scene	Panel
93	1



Action Notes
Steven's silhouette grows in the fog.
Steven slowly walking forward.

Slugging
0.08

Scene	Panel
93	2



Action Notes
Steven is growing.

Slugging
0.09

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1020.014



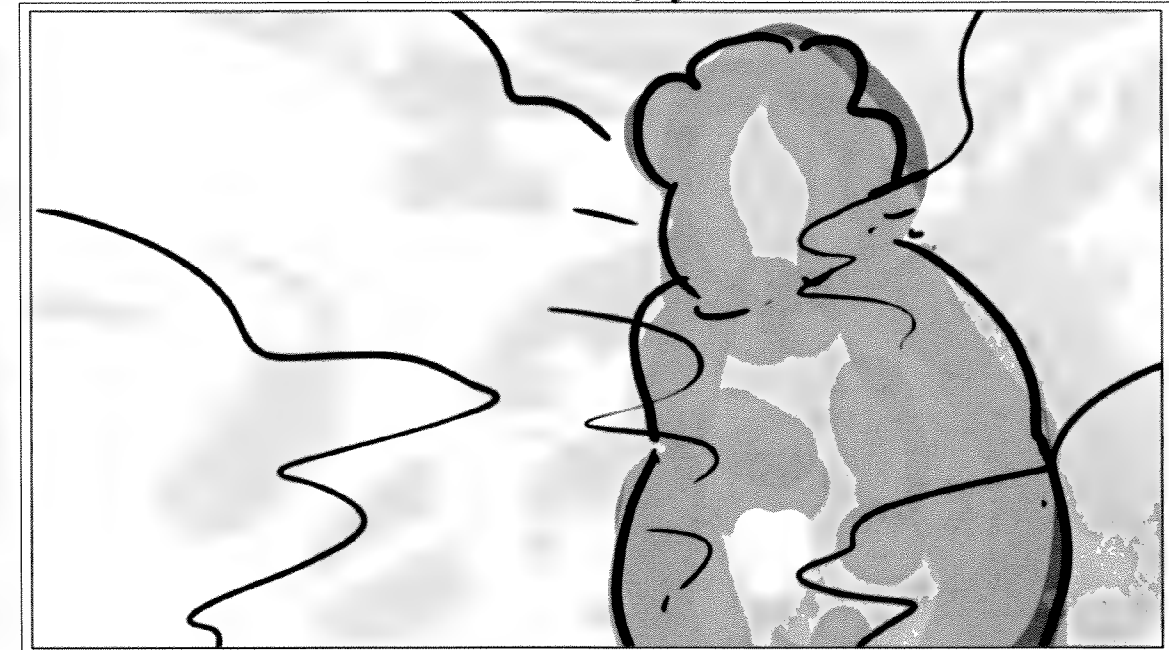
Scene	Panel
93	<i>CONT</i>



Action Notes
Steven is growing.

Slugging
0.09

Scene	Panel
93	<i>CONT</i>



Slugging
0.11

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1020.014

Scene	Panel
93	CONT 5



Action Notes
The fog is clearing...

Slugging
0.14

Scene	Panel
93	CONT 6



Dialogue
STEVEN: *sighs*

Action Notes
The fog clears, revealing teenage Steven!

Slugging
2.02

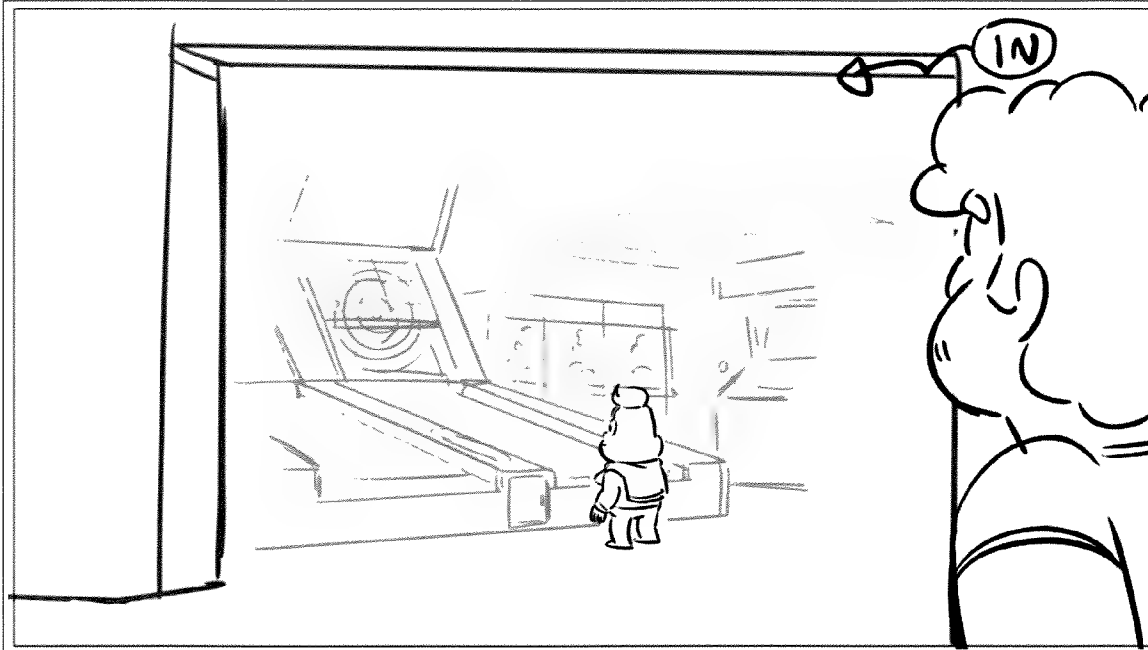
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1020.014

1020.014

1020.014

Scene	Panel
94	1



Dialogue
STEVEN: Oh Onion, so young...

Action Notes
SC plays Whackerman Jr!

Slugging
Panels 1 + 2 = 3.09

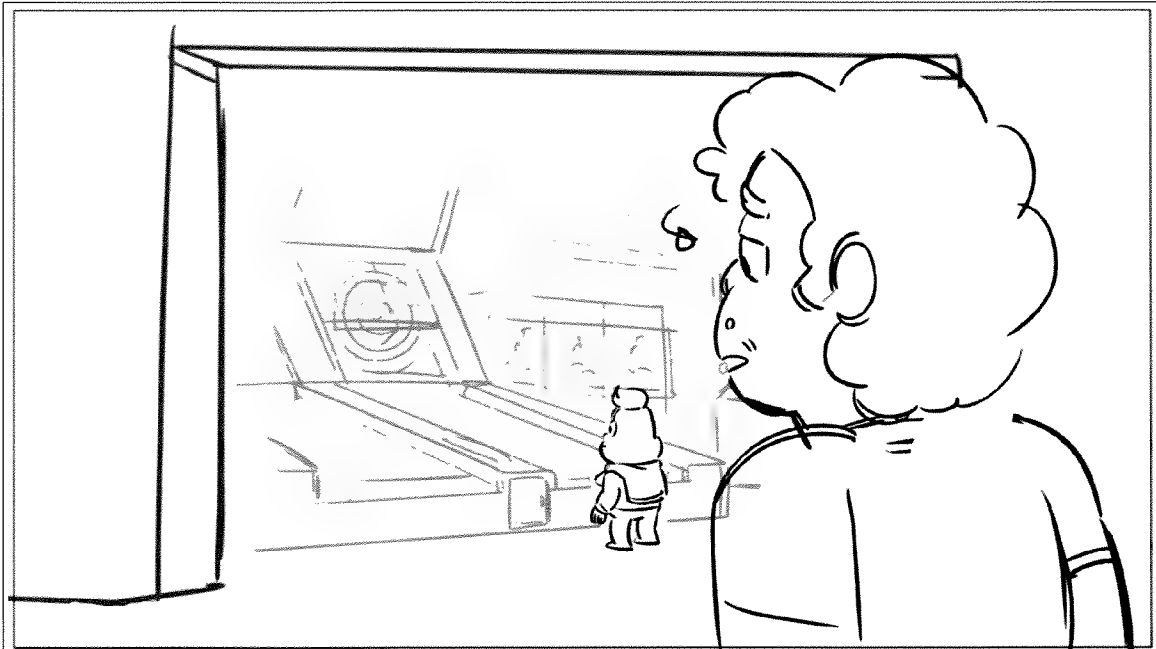
Scene	Panel
94	2

CONT

Dialogue
STEVEN: Oh Onion, so young...

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Scene 94 Panel 3



Dialogue
STEVEN: So innocent.

Slugging
2.10

Scene 94 Panel 4



Dialogue
STEVEN: *Sighs*

Action Notes
Onion watches as Steven turns and walks OUT.
Then Onion pulls out a screw driver.

Slugging
0.15

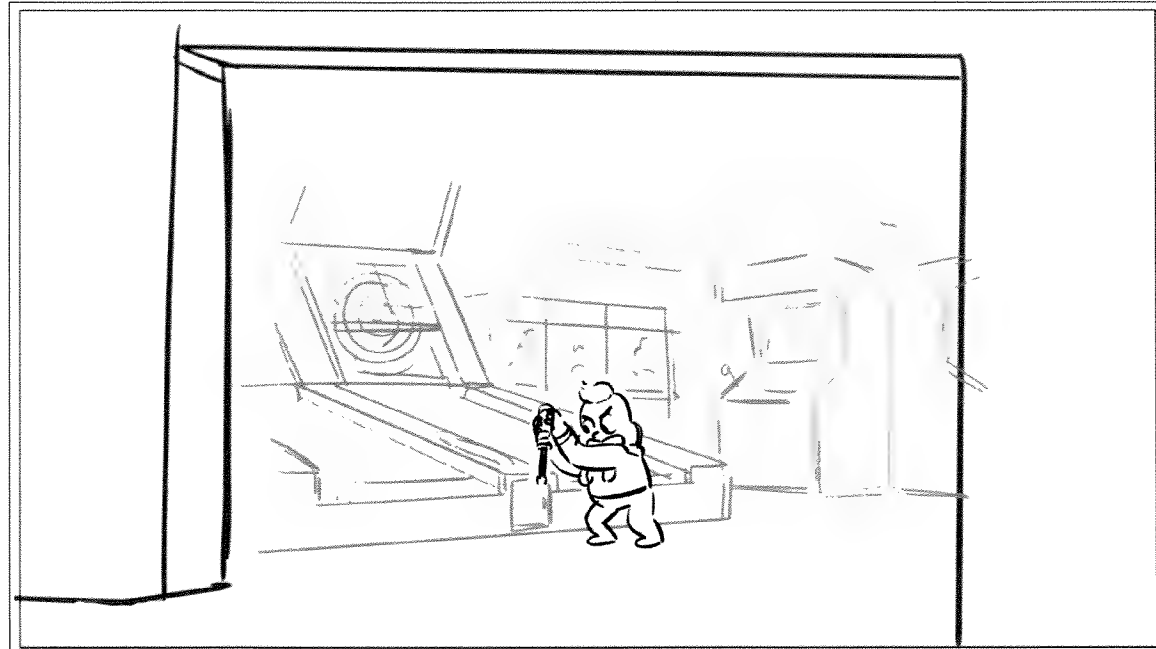
JUL 19 2013

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1020.014

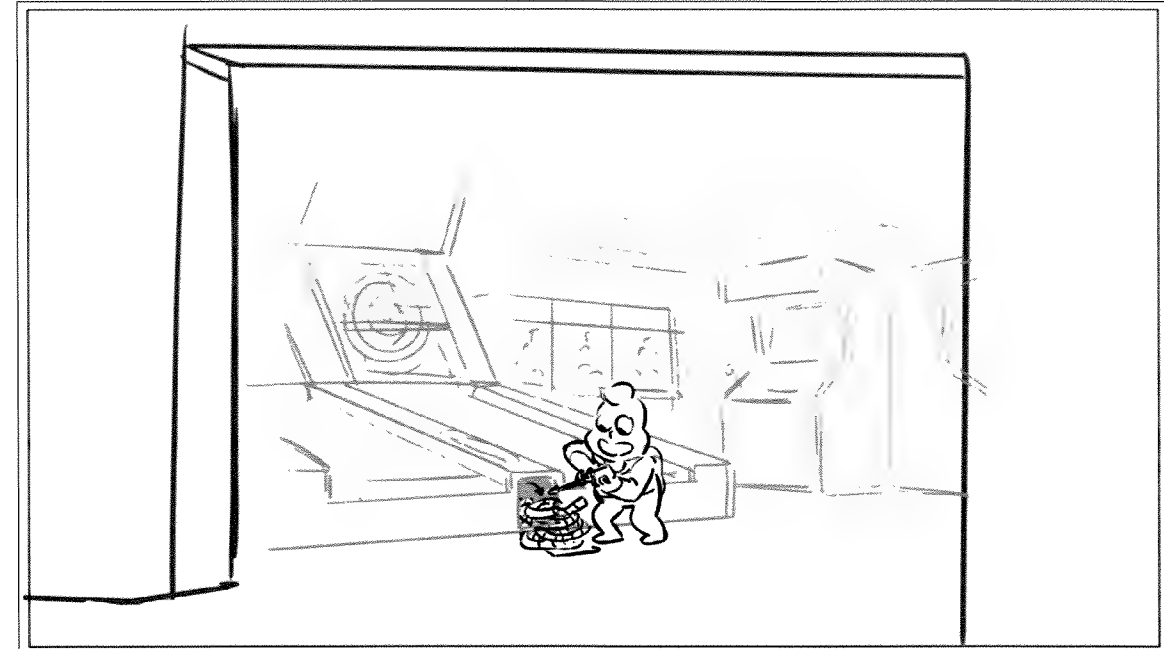
Scene 94 Panel 5
CONT



Action Notes
Onion puts the screw driver into the side of the ticket machine.

Slugging
0.11

Scene 94 Panel 6
CONT



Action Notes
Onion cracks open the ticket machine - Tickets fall out in a pile.

Slugging
1.03

Notes
NEXT SCENE = sc.96
No sc.95

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Scene	Panel
96	1



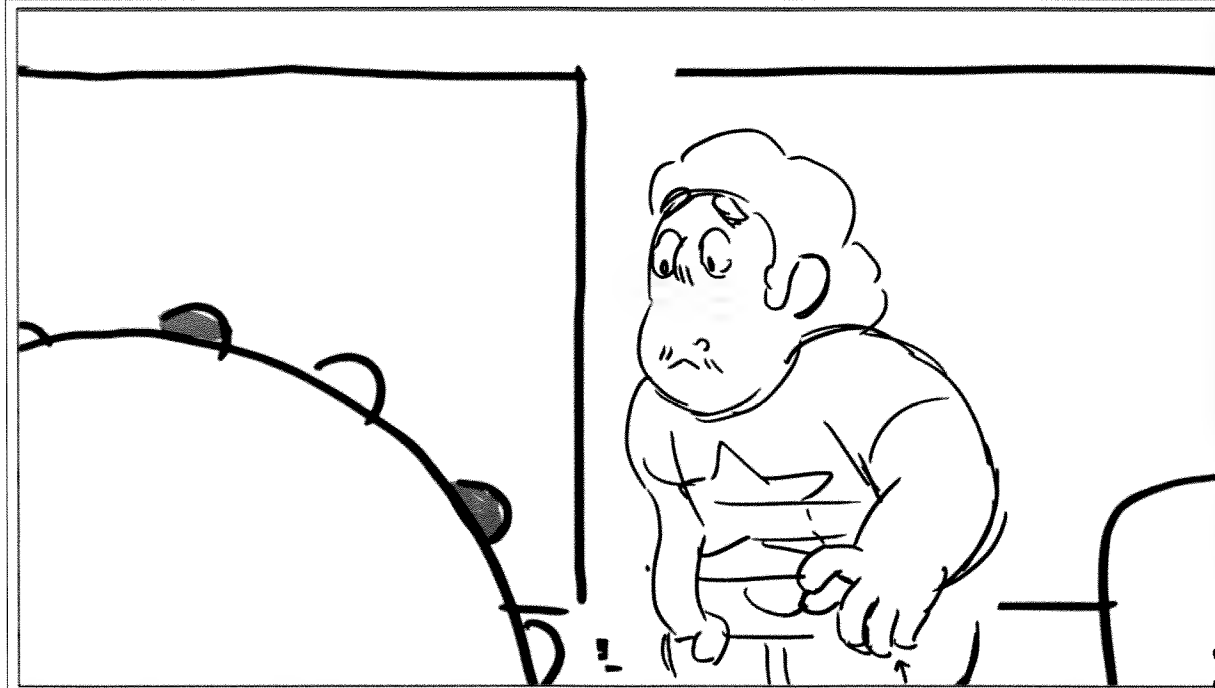
Action Notes

Steven walks forward (toward camera) - looking at something O/S right.

Slugging

1.02

Scene	Panel
96 <i>CONT</i>	2



Dialogue

STEVEN: Whackerman Jr!

Action Notes

STEVEN stops walking forward and faces game.

Steven is about to play the game

Slugging

2.10

JUL 19 2013

1020.014

1020.014

1020.014

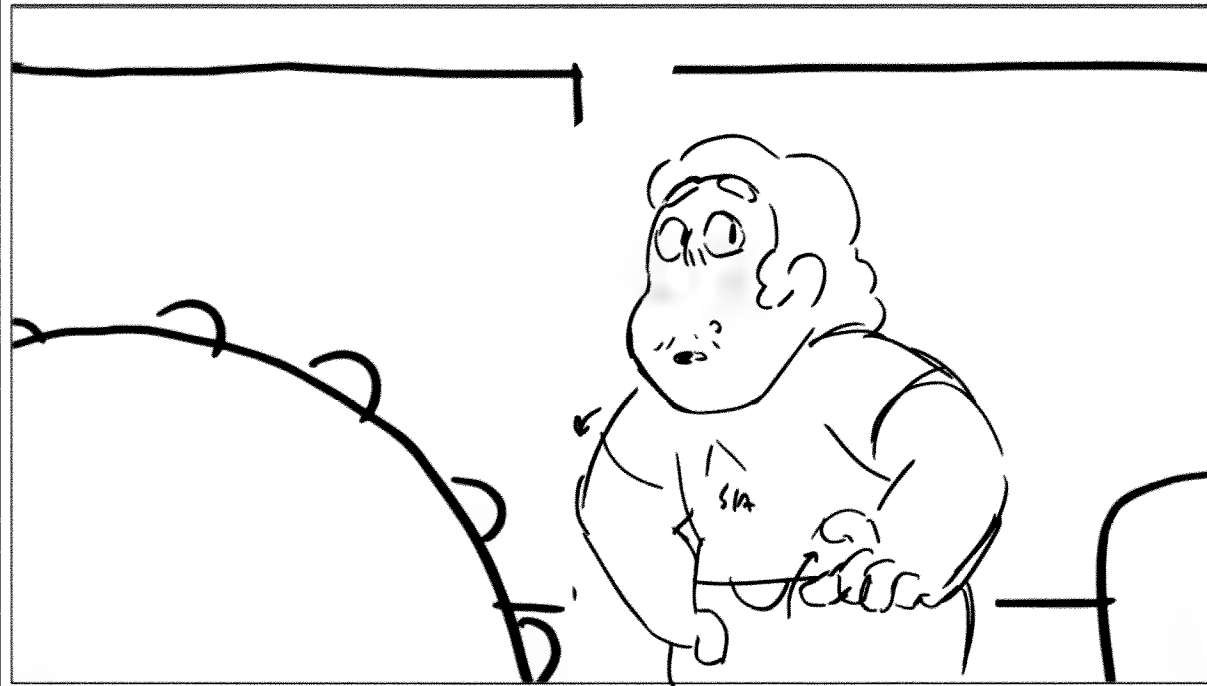
Scene

Panel

96

CONT

3



Dialogue

STEVEN: *Sigh*

Action Notes

Looks around, self conscious.

Slugging

0.13

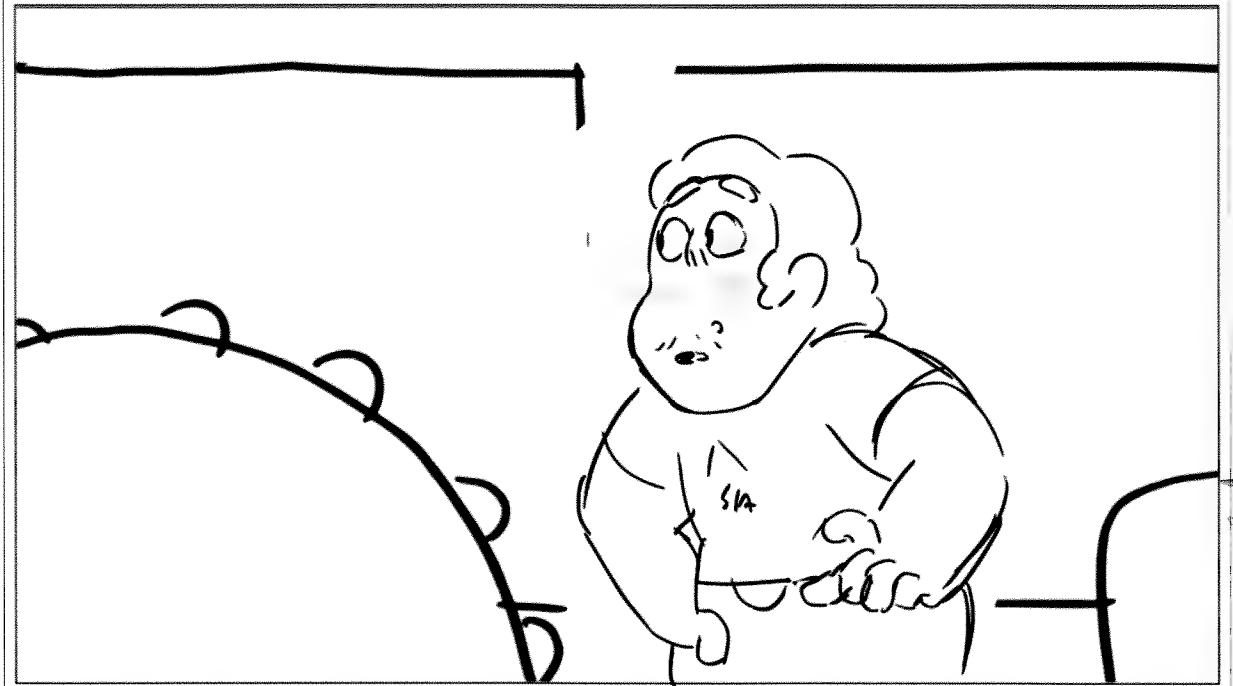
Scene

Panel

96

CONT

4



Action Notes

Looks around, self conscious.

Slugging

0.10

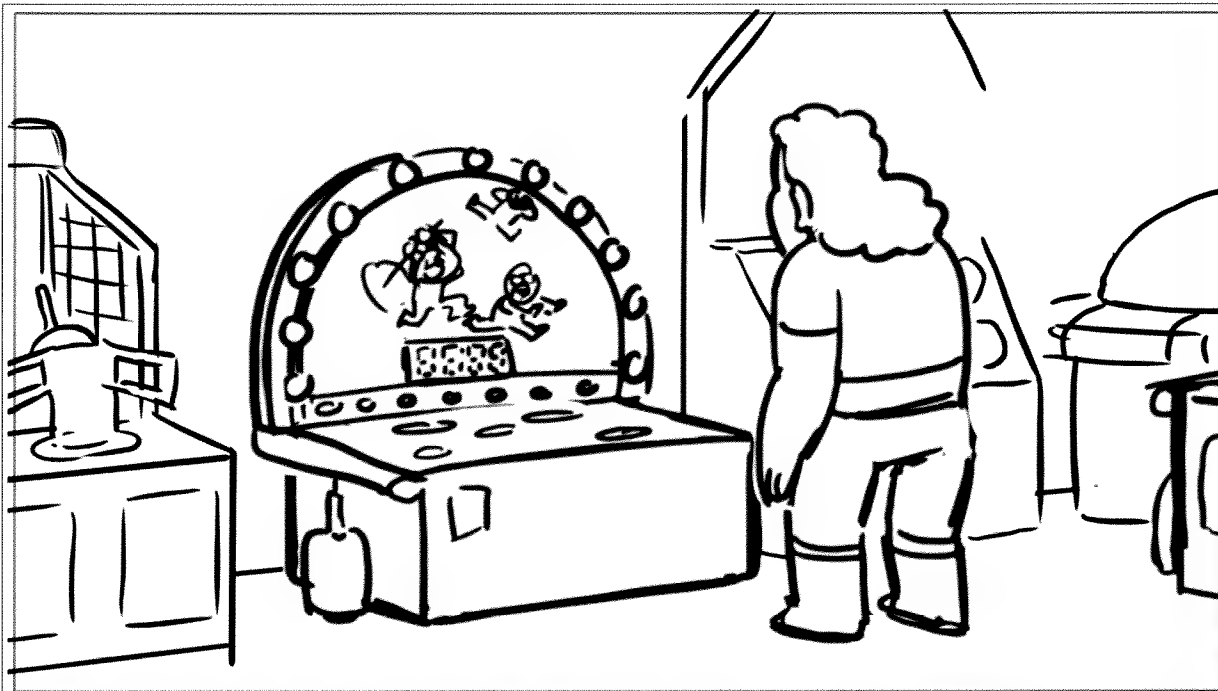
JUL 19 2013

1020.014

1020.014

1020.014

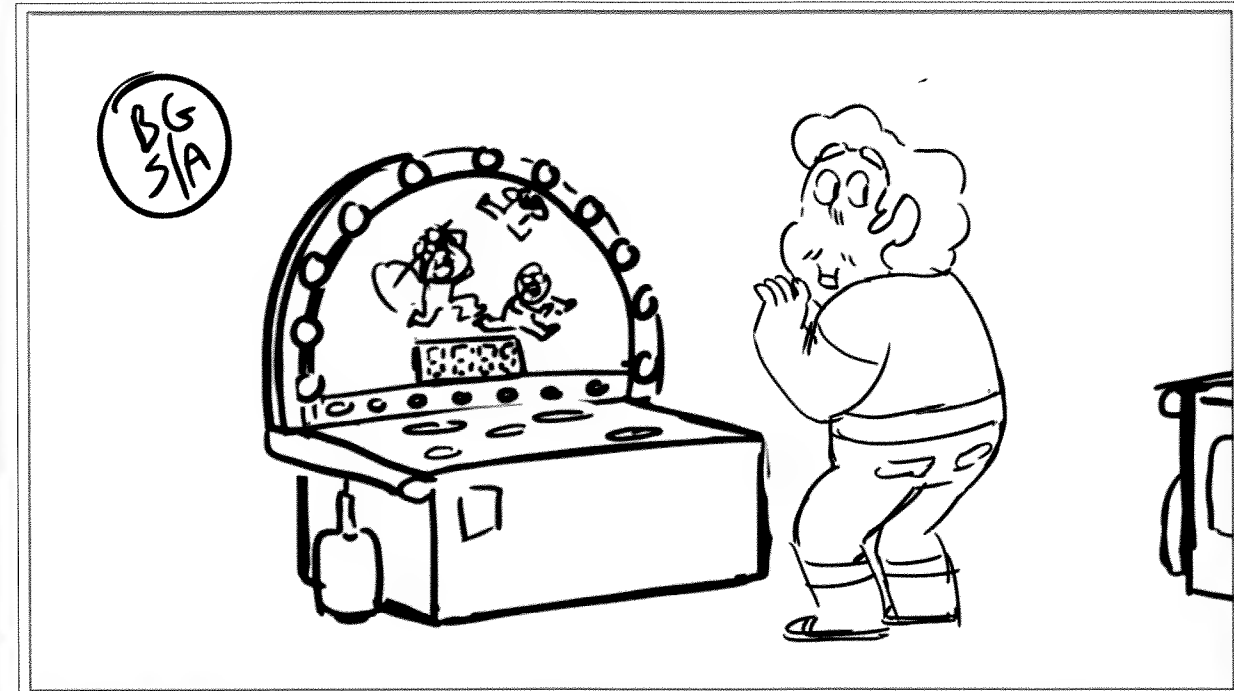
Scene 97 Panel 1



Slugging
0.04

Notes
H.U. Steven to previous scene.

Scene 97 Panel 2
CANT



Dialogue
STEVEN: I can't be seen playing childish games like...

Slugging
3.06

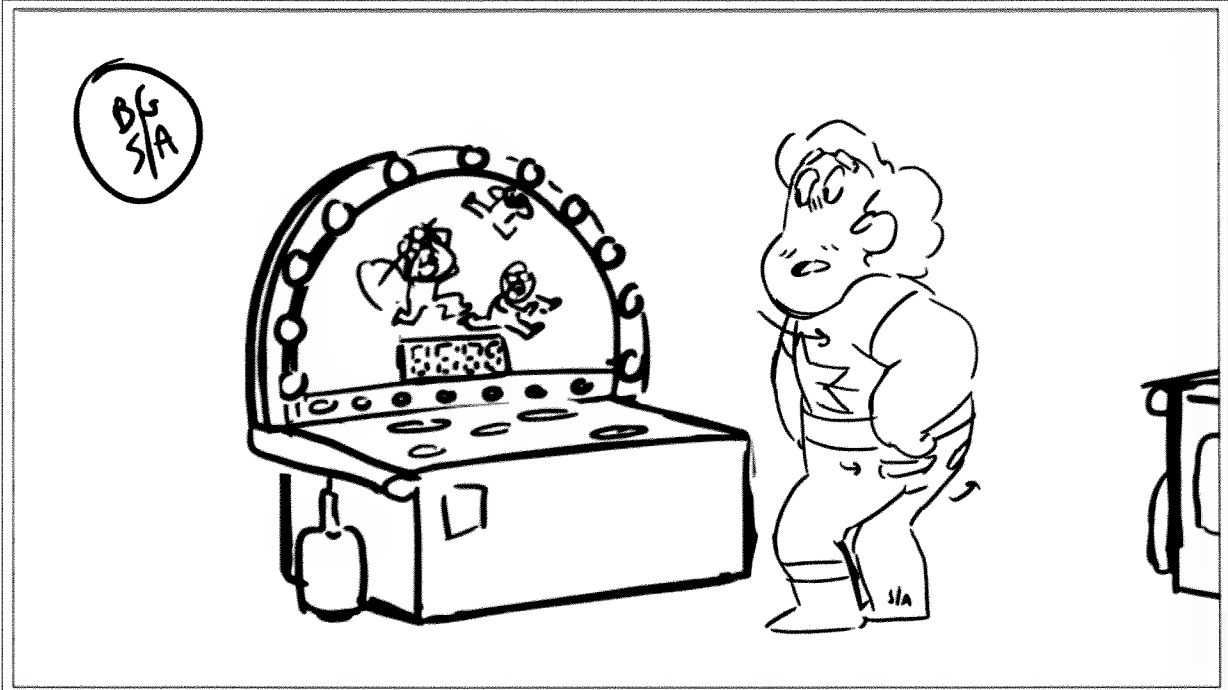
JUL 19 2013

1020.014

1020.014

1020.014

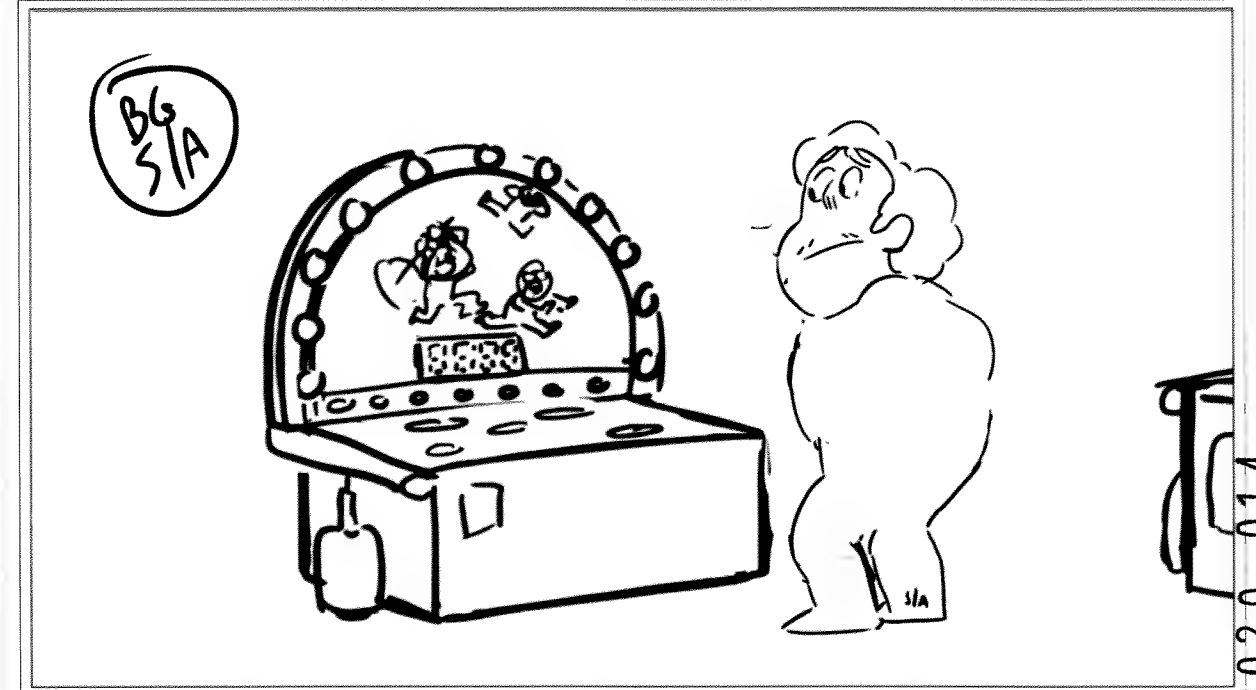
Scene	Panel
97	CONT
	3



Dialogue
STEVEN: ... Whackerman...

Slugging
0.13

Scene	Panel
97	CONT
	4



Dialogue
STEVEN: ...Jr.

Slugging
1.02

JUL 19 2013

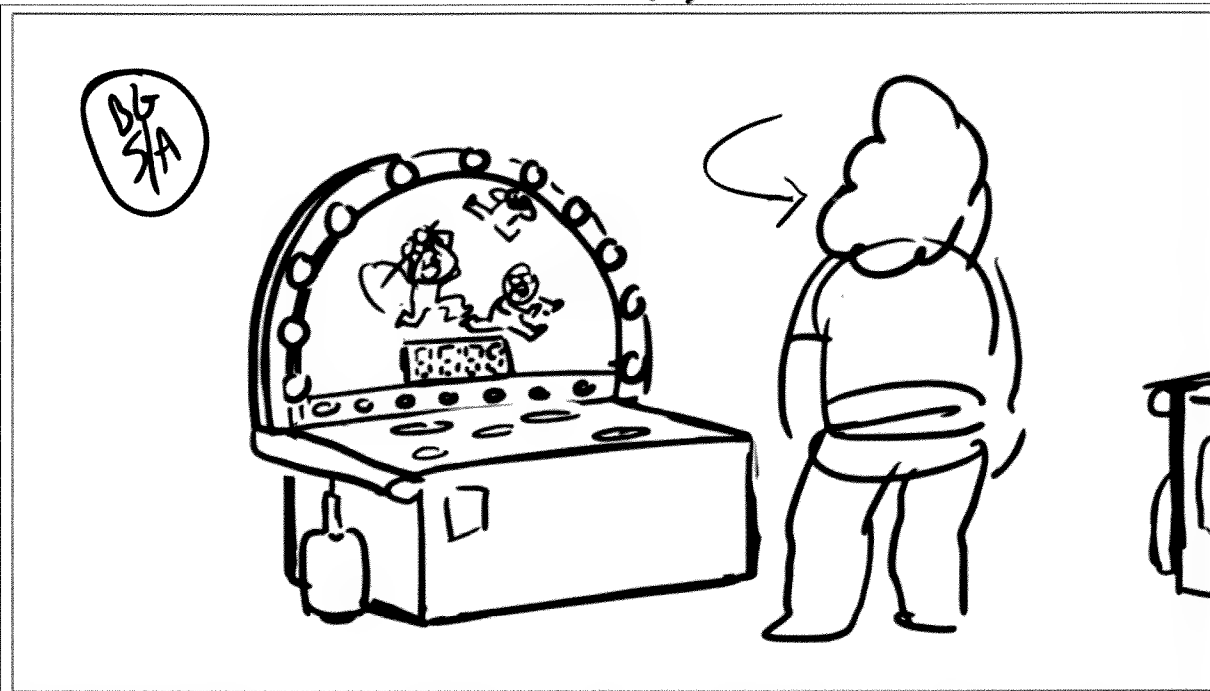
Scene

Panel

97

CONT

5



Action Notes

Steven turns to his right.

Slugging

0.14

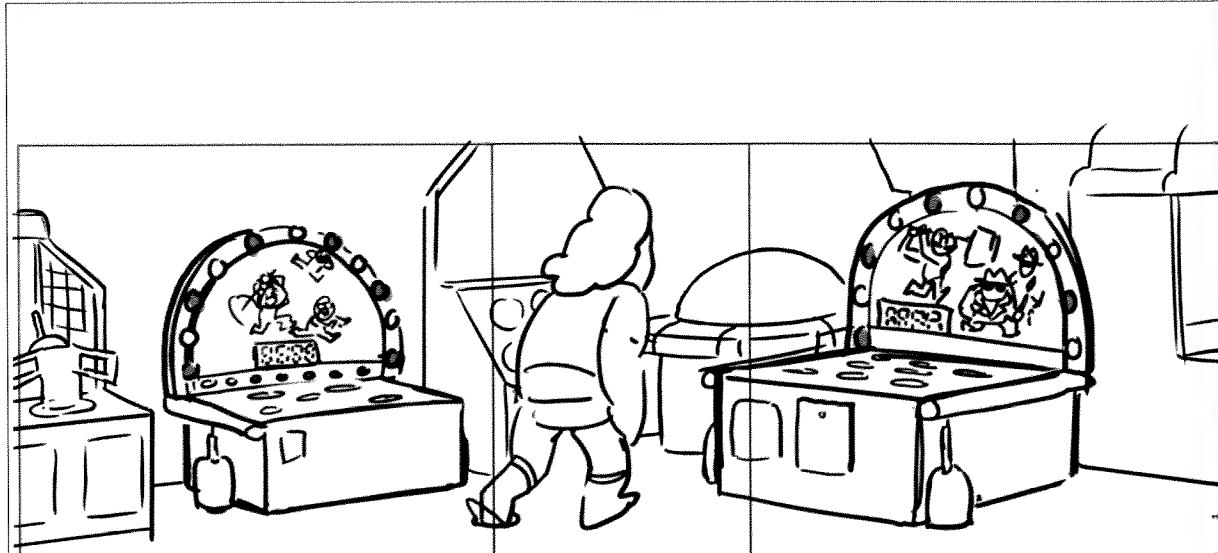
Scene

Panel

97

CONT

6



Pos (A)

Pos (B)

Dialogue

STEVEN: I better stick to...

Action Notes

Camera ADJ screen right.

Slugging

ADJ: 0.09

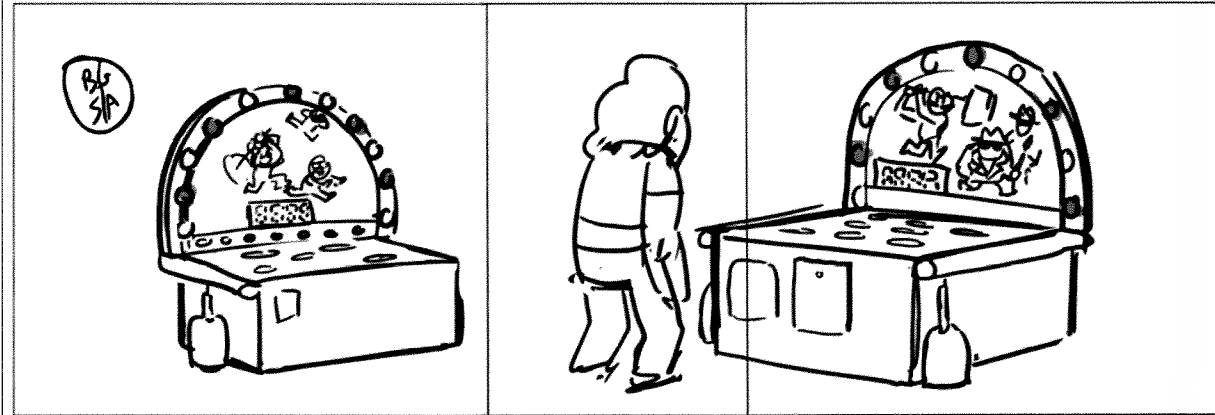
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
97	CONT



Dialogue

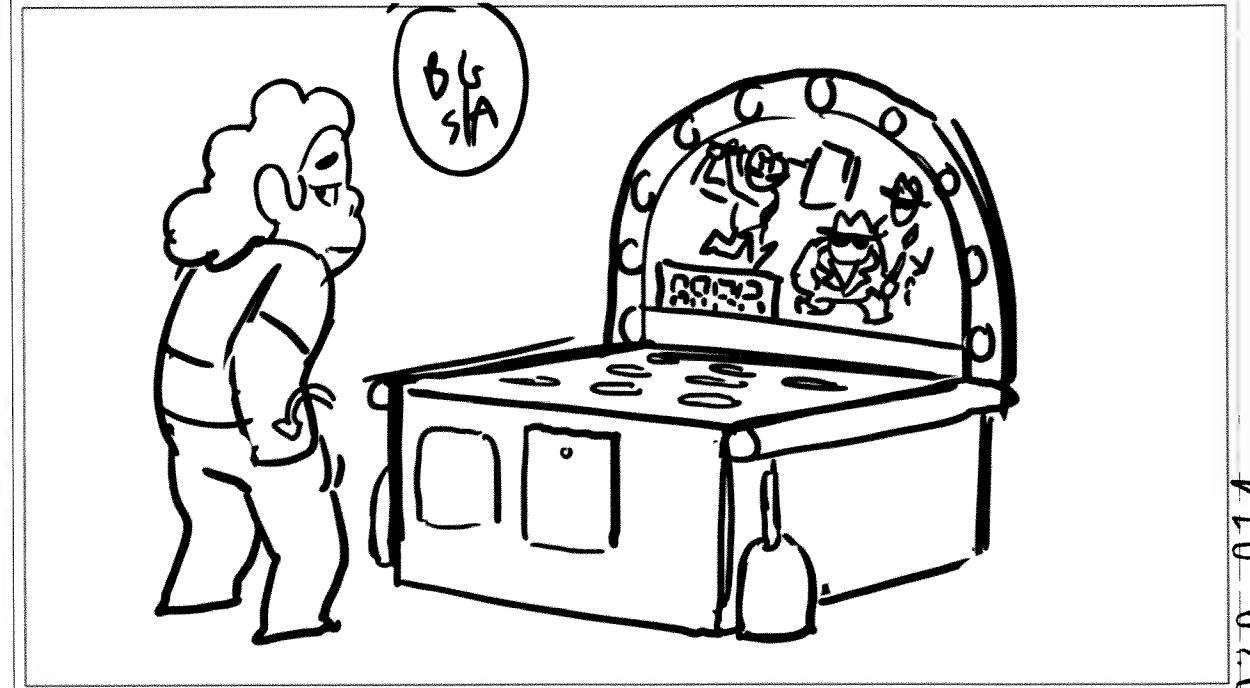
STEVEN: ...sophisticated games. Like regular Whackerman.

Slugging

Continue ADJ: 2.00

Then HOLD: 2.02

Scene	Panel
97	CONT



Action Notes

Steven reaches into his pocket.

Slugging

1.00

JUL 19 2013

1020.014

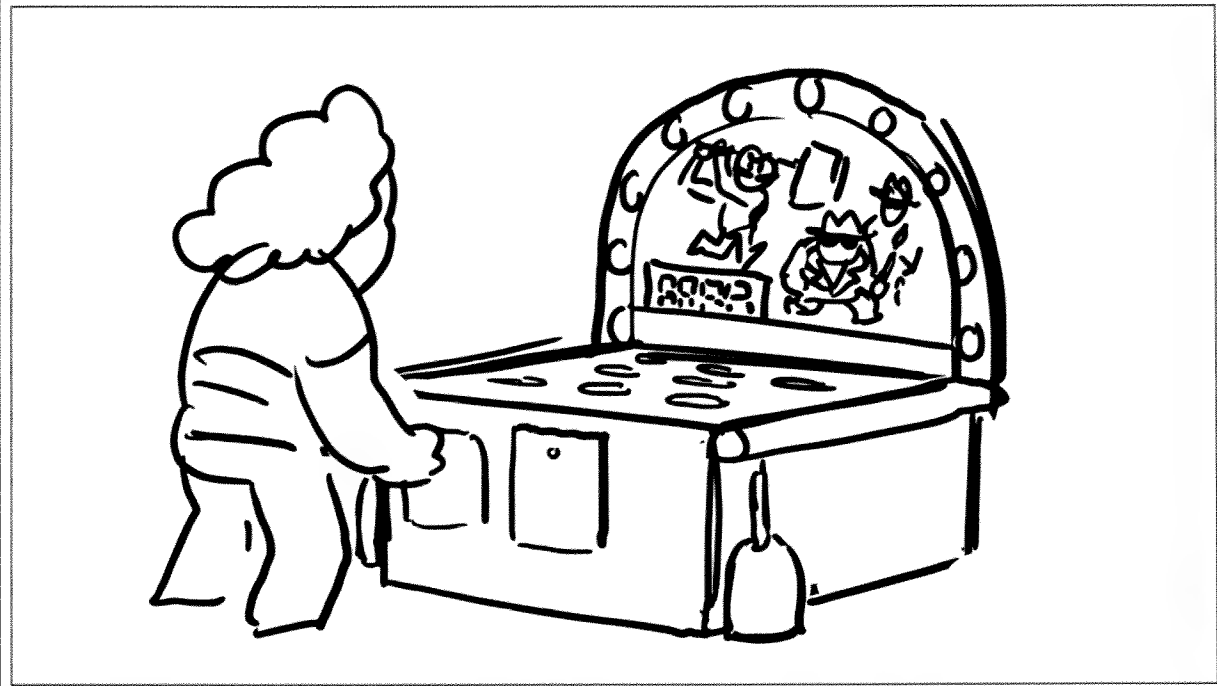
Scene

Panel

97

CONT

9



Action Notes

Steven puts a count into the machine.

Slugging

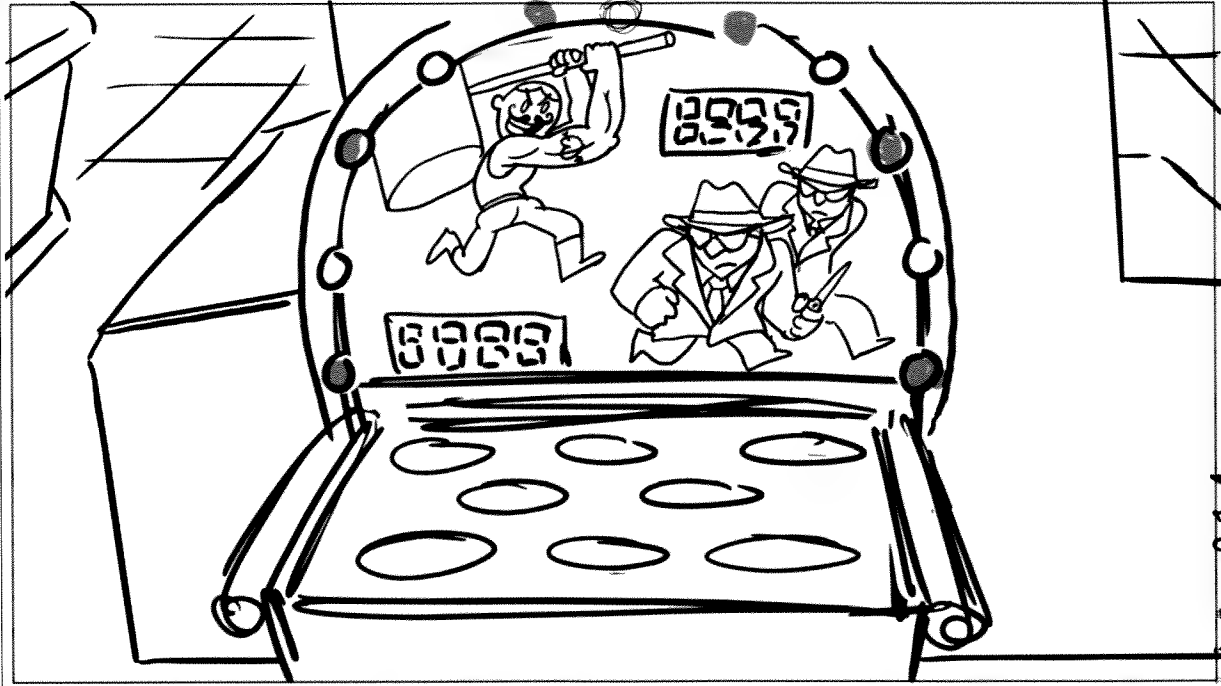
0.09

Scene

Panel

98

1



Dialogue

GAME: Whack em good!

Action Notes

Arcade lights flash.

Slugging

1.14

JUL 19 2013

1020.014

1020.014

1020.014

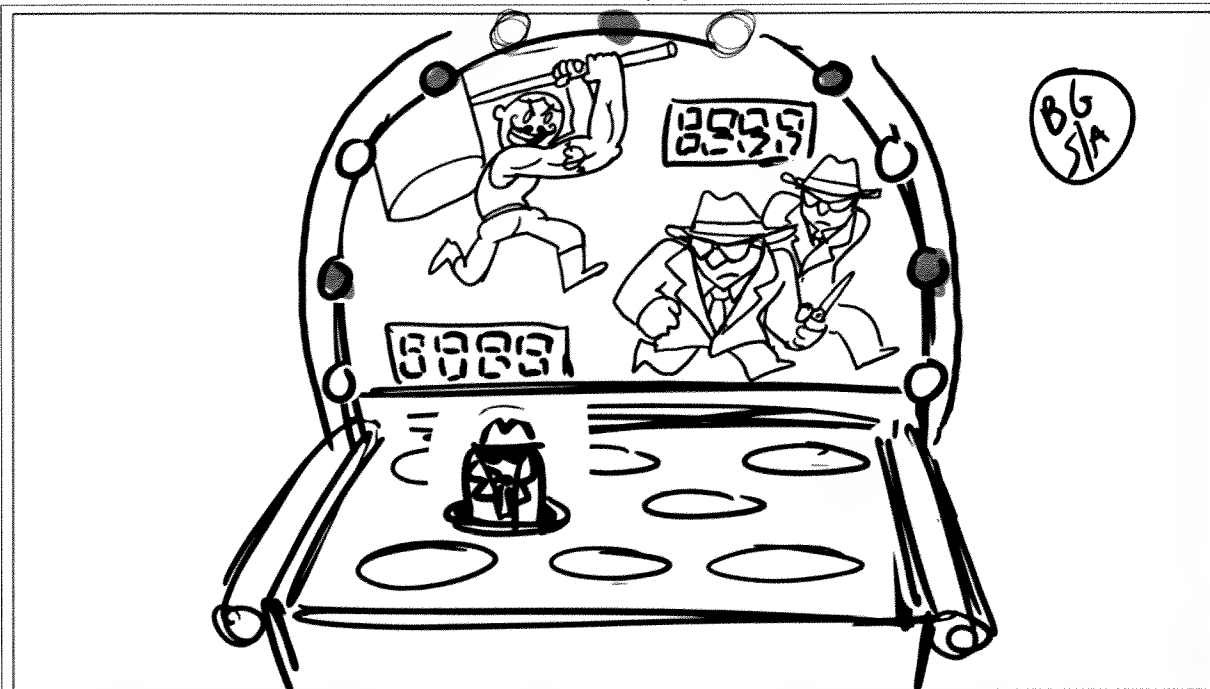
Scene

Panel

98

CONT

2



Action Notes

A Whackerman pops up.

Slugging

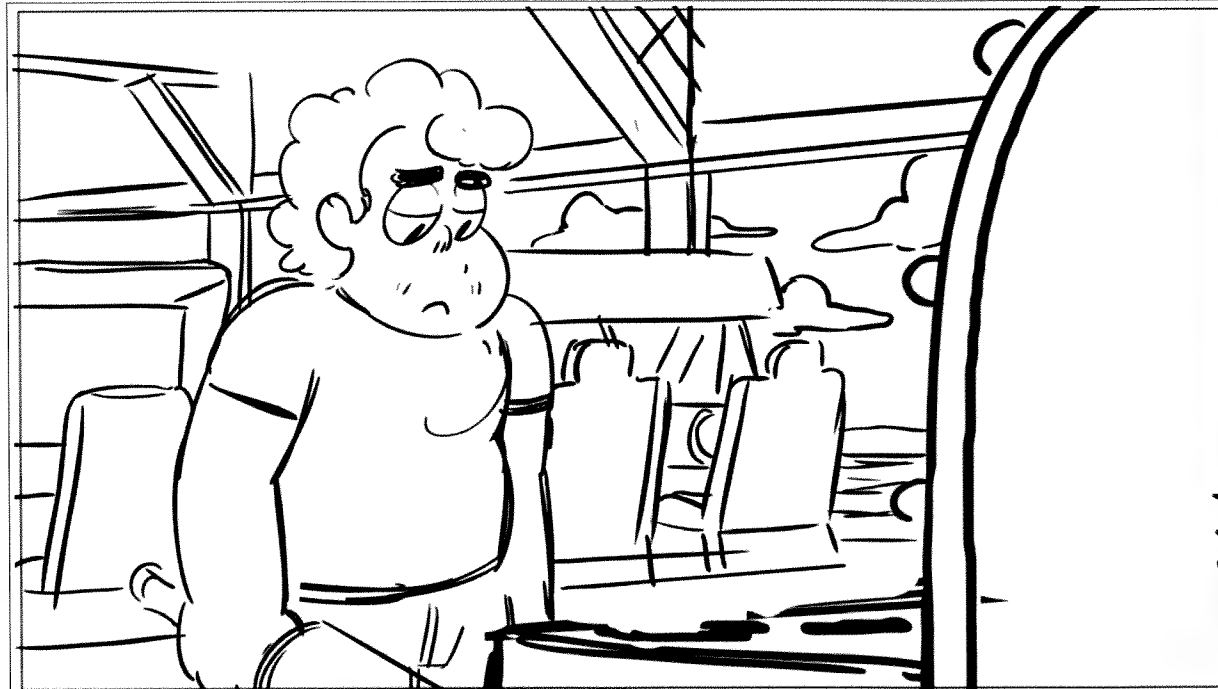
0.10

Scene

Panel

99

1



Action Notes

Arcade lights flashing.

Slugging

0.08

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1020.014

Scene Panel
99 *CONT* 2



Dialogue

GAME: You gonna get whacked!

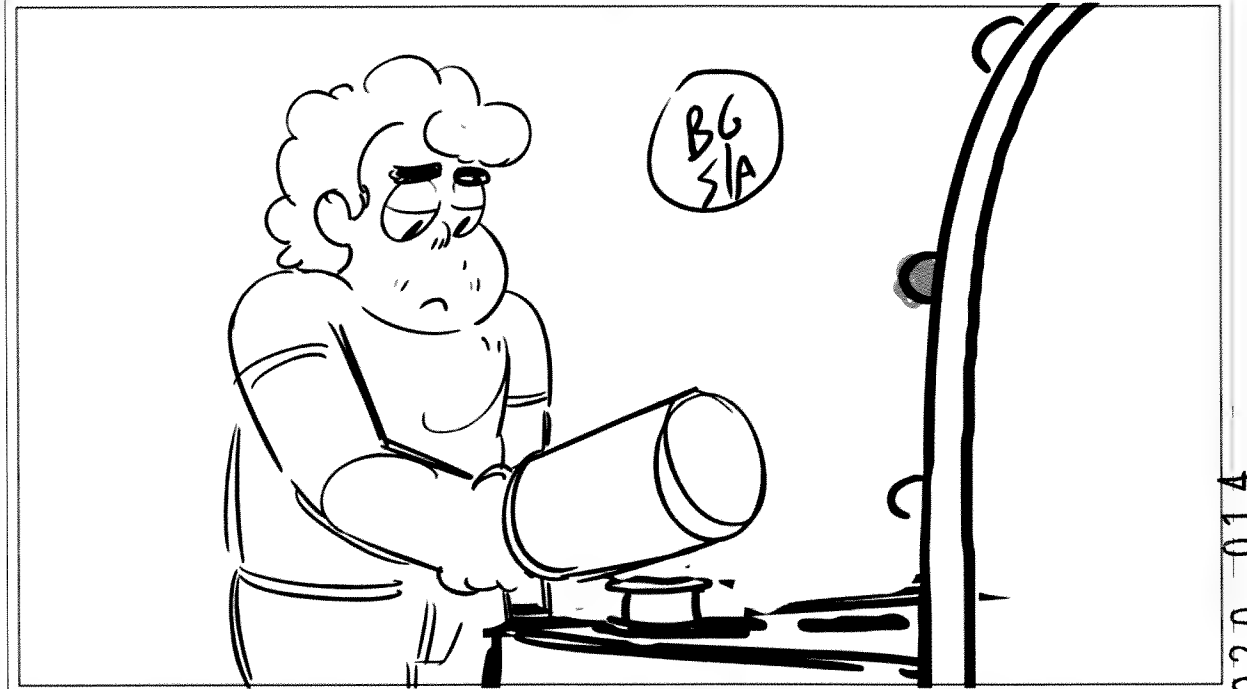
Action Notes

A little mafia-looking peg pops out of the game. Teen Steven sees him and then slowly raises the mallet; lazy and jaded.

Slugging

2.07

Scene Panel
99 *CONT* 3



Dialogue

GAME: Oogh!

Action Notes

Steven wacks the mallet on the mafia peg.

Slugging

0.13

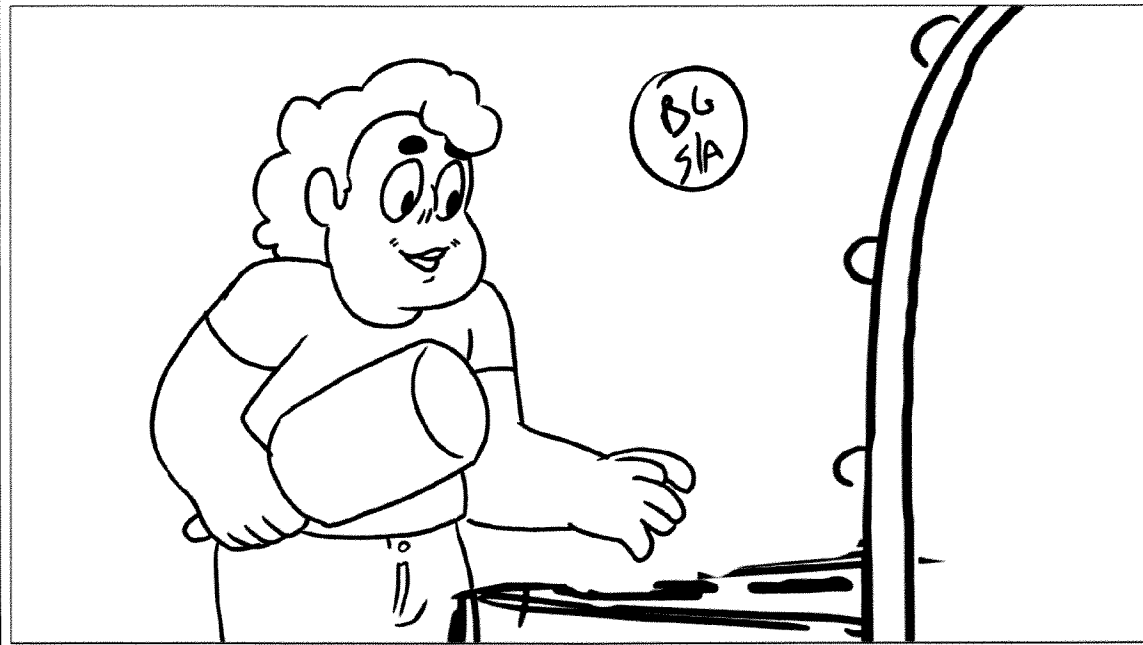
JUL 19 2015

1020.014

1020.014

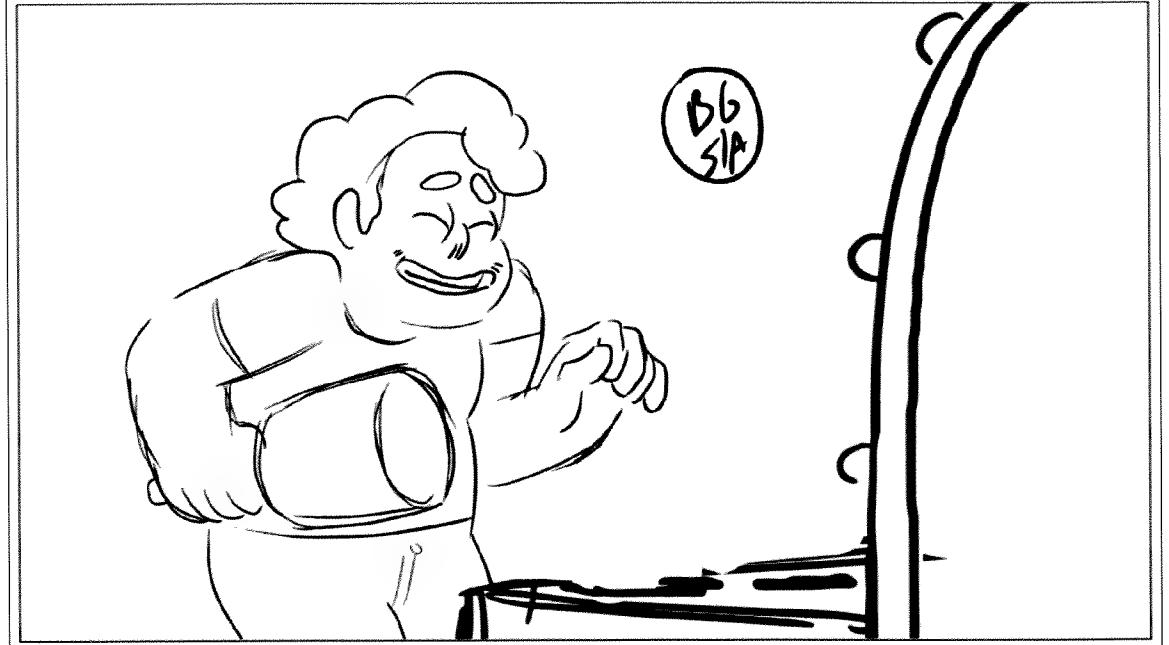
1020.014

Scene	Panel	
99	CONT	4



Slugging
0.07

Scene	Panel	
99	CONT	5



Dialogue
STEVEN: *Laughing*

Slugging
1.09

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1020.014

1020.014

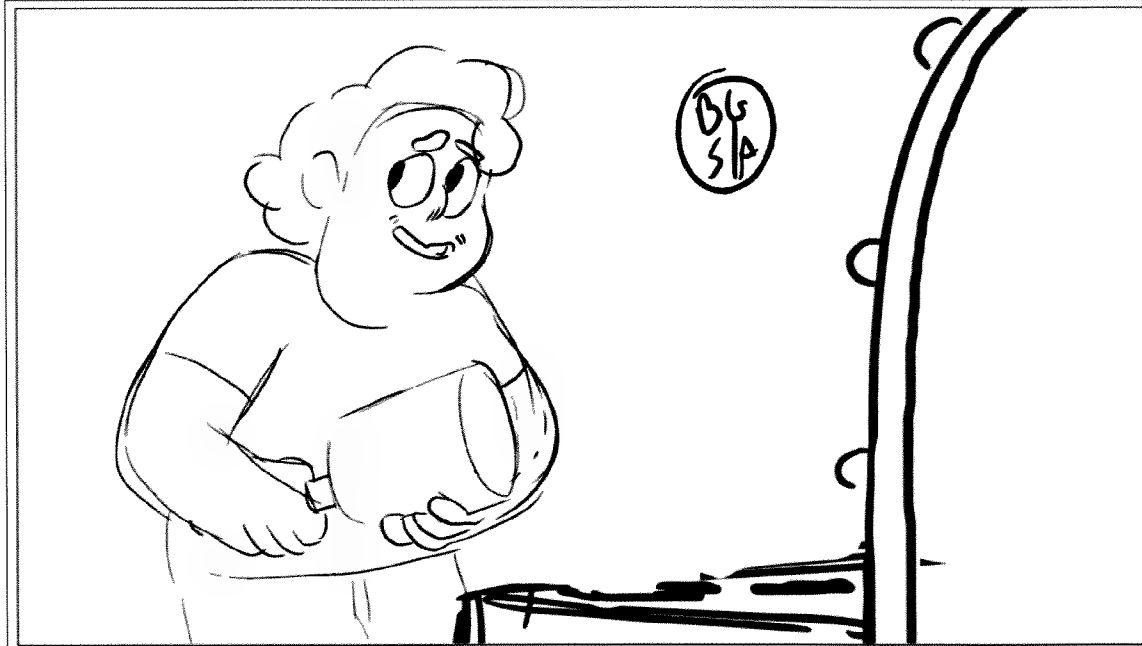
Scene	Panel
99	CONT
6	



Dialogue
STEVEN: *Laughing*

Slugging
1.05

Scene	Panel
99	CONT
7	



Slugging
1.02

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1020.014

1020.014



Scene	Panel
100	1

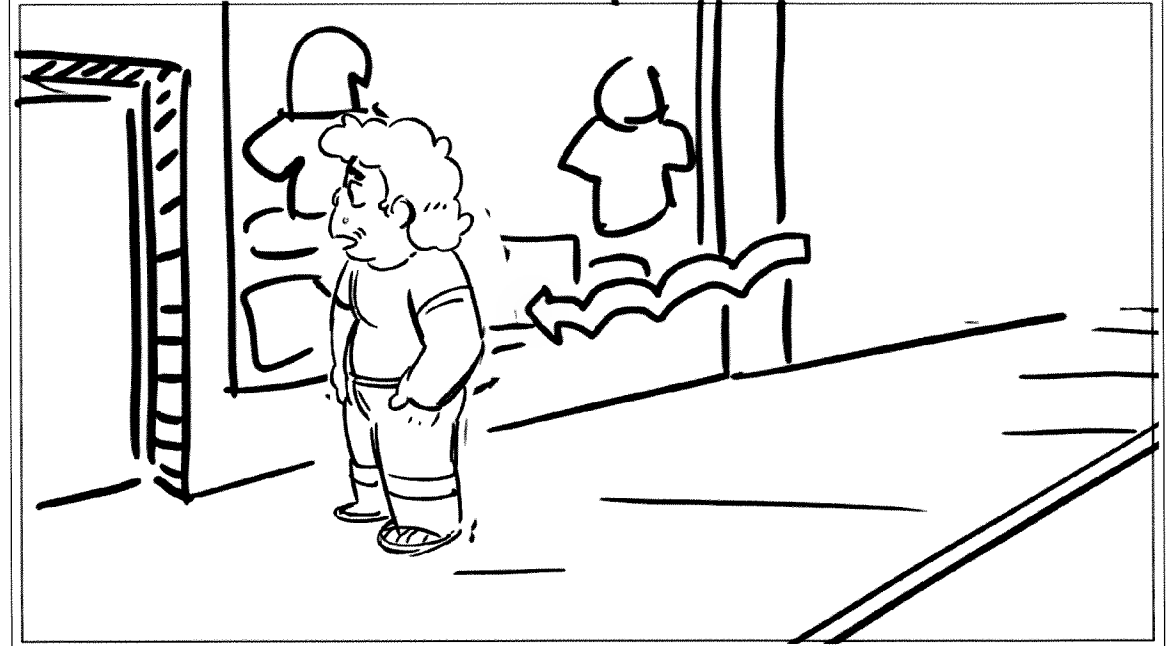


Dialogue
STEVEN: That was fun!

Action Notes
Steven walking forward - slouching.

Slugging
1.12

Scene	Panel
100	2



Dialogue
STEVEN: A boy on the cusp of manhood can't spend the whole day whackering.

Action Notes
Steven stops in front of a store. Looks at the store.

Slugging
6.14

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
101	1



Dialogue
STEVEN: I'm ready for some responsibility.

Action Notes
Steven sees the "Help Wanted" sign.

Slugging
1.08

Scene	Panel
101	2

CONT



Action Notes
Steven starts glowing.

Slugging
2.01

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1020.014

Scene	Panel
101	<i>CONT</i>

3



Action Notes

Teen Steven starts turning into an adult Steven. He stops slouching, his shoulders widen, his hair gets shorter.

Slugging

0.13

Scene	Panel
101	<i>CONT</i>

4



Action Notes

Steven still growing as he moves forward, starting to push the door open.

Slugging

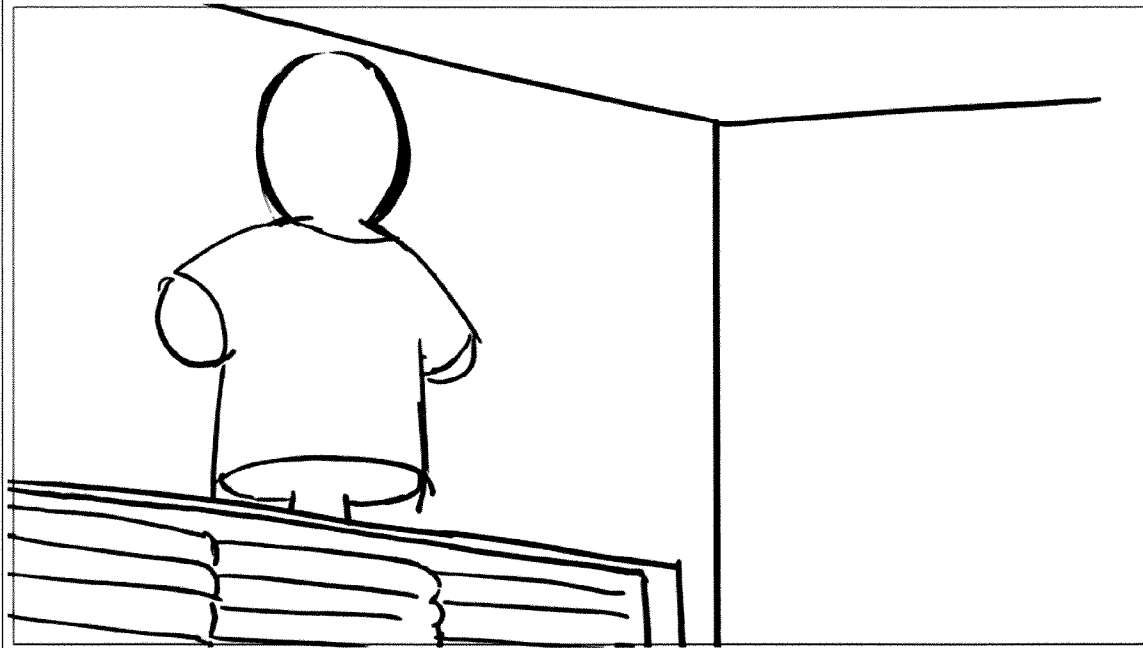
0.08

JUL 19 2013

1020.014

1020.014

Scene	Panel
102	1



Dialogue

STEVEN (os): It's time...

Slugging

2.00

Scene	Panel
102	2

CONT

Dialogue

STEVEN: ...to get a proper job!

Action Notes

Steven IN screen right.
Steven is still glowing.

Slugging

2.10

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1020.014

1020.014

Scene	Panel
102	<i>CONT</i> 3



Dialogue

STEVEN: But which one?

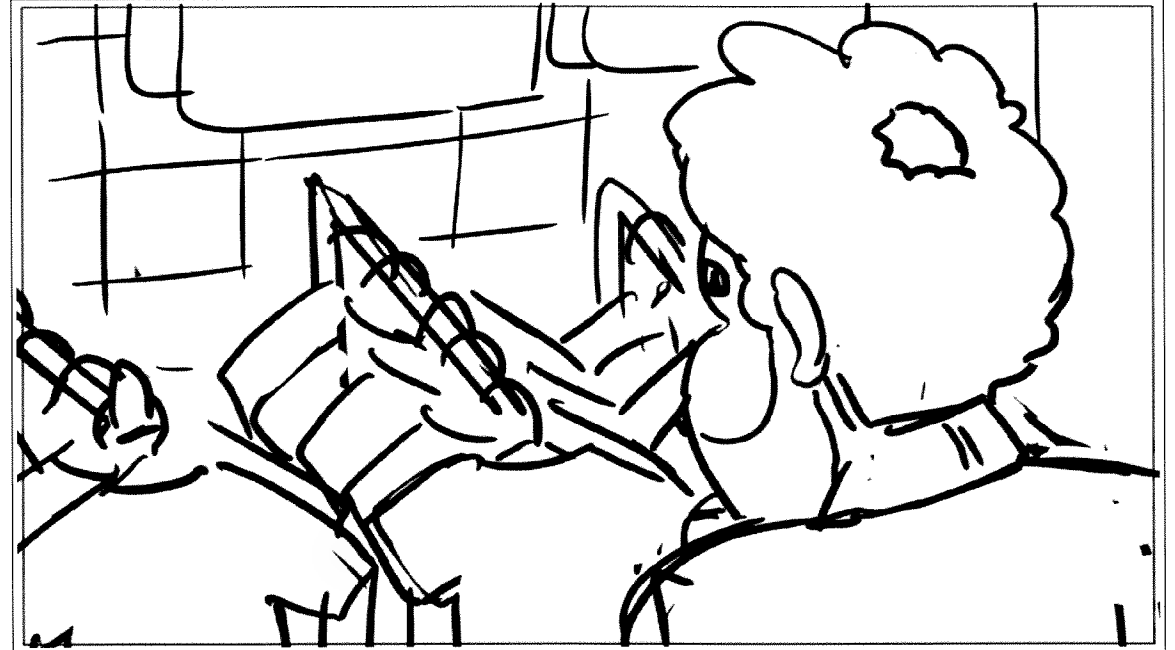
Action Notes

Steven stops glowing.
Steven puts his hand on his chin "thinking".

Slugging

1.12

Scene	Panel
103	1



Action Notes

Steven looks at T-shirts.

Slugging

1.06

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1020.014

Scene	Panel
104	1



Dialogue

STEVEN (os): Surf Master? No...

Slugging

1.08

Scene	Panel
104	2



Slugging

ADJ: 2.12

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1020.014

Scene	Panel
105	1



Dialogue

STEVEN: Love doctor?

Slugging

1.13

Scene	Panel
105	2



Dialogue

STEVEN: I'm too squeamish.

Slugging

2.13

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1020.014

Scene	Panel
105	3

CONT



Dialogue
STEVEN: Oh!

Slugging
0.15

Scene	Panel
105	4

CONT



Dialogue
STEVEN: Now THIS is the job for me.

Action Notes
Steven reaches forward to grab something O/S left.

Slugging
3.06

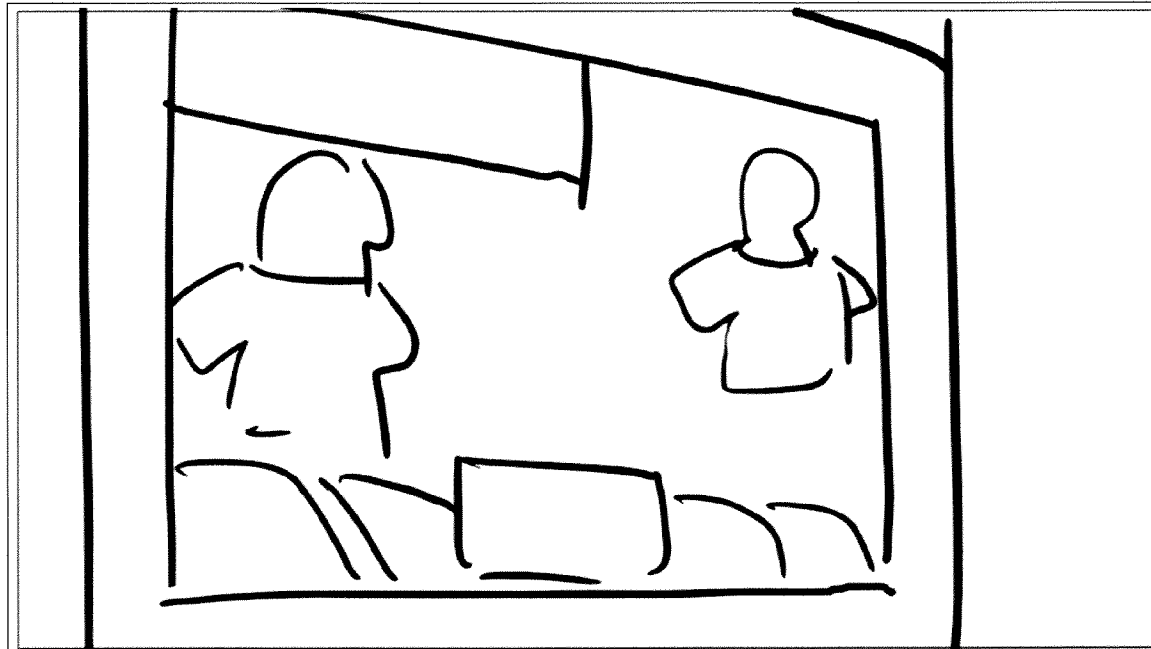
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1020.014

Scene	Panel
106	1



Action Notes
Door shutting to left of stage.

Slugging
0.09

Scene	Panel
106	<i>CANT</i> 2



Action Notes
Steven walks IN screen left.

Put on design. "Professional Beach Hunk"

Slugging
0.10

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1020.014

1020.014

Scene 106 Panel 3



Dialogue
STEVEN: Ha,

Slugging
2.04

Scene 106 Panel 4

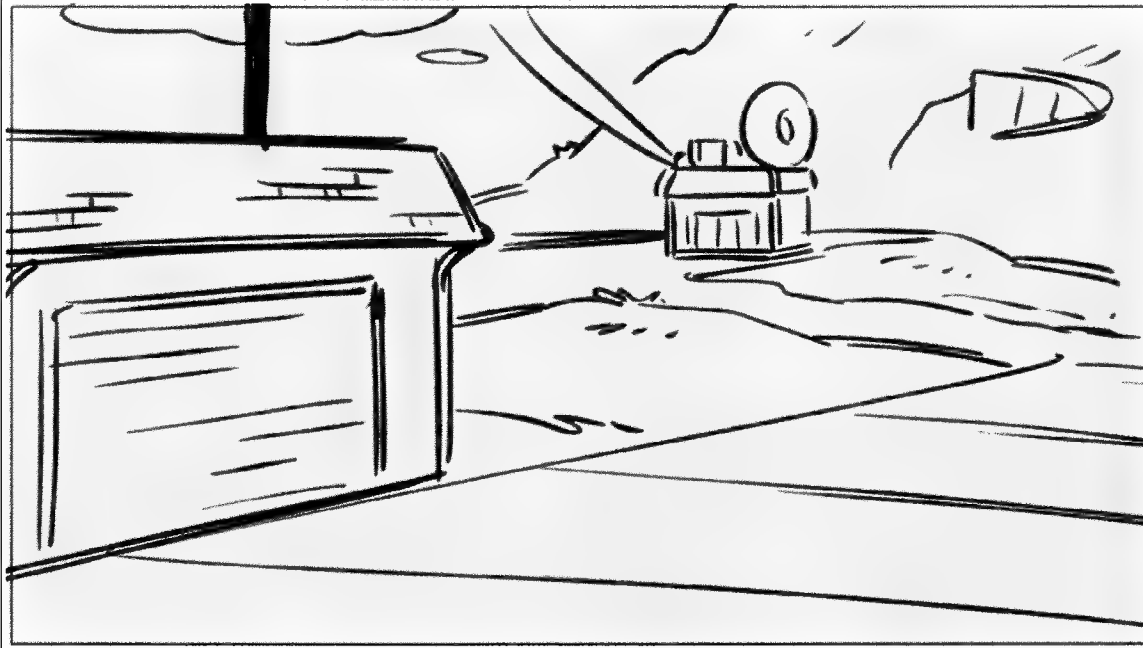


Dialogue
STEVEN: This day went so fast. I need a pick-me-up!

Slugging
4.10

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Scene	Panel
107	1



Slugging
0.05

Scene	Panel
107	2



Action Notes
Steven walks IN screen left.

Slugging
0.10

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1020.014

1020.014

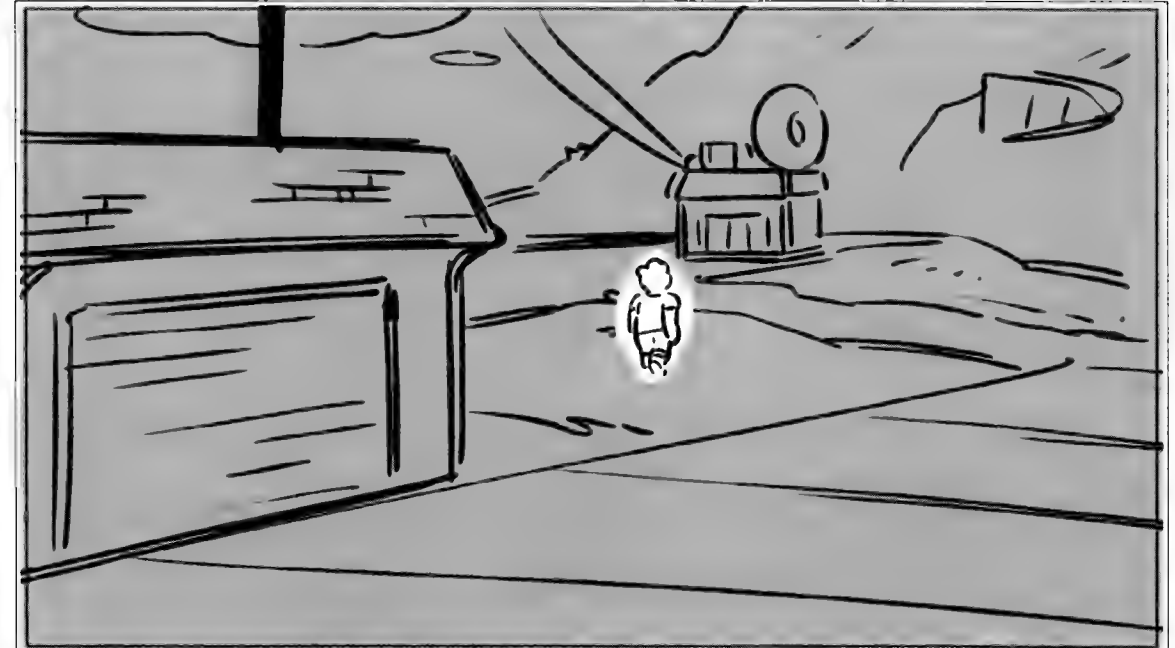
Scene	Panel
107	CONT 3



Action Notes
Steven walks down towards Big Donut.

Slugging
0.14

Scene	Panel
107	CONT 4



Action Notes
Magicky noise, Steven glows.

Slugging
1.04

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1020.014

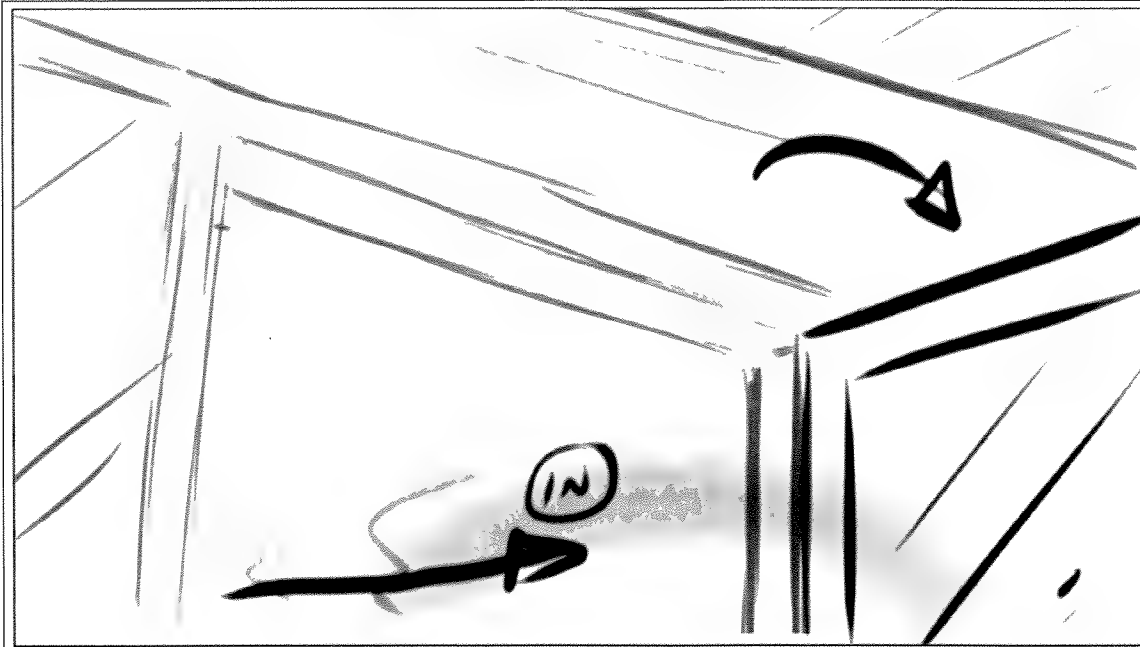
Scene	Panel
108	1



Action Notes
C-U Top of door, int: Big Donut.

Slugging
0.06

Scene	Panel
108	2 <i>CONT</i>



Dialogue
DOOR SFX: *Bee-*

Action Notes
Door opens - O/S Steven glow IN.

Slugging
0.11

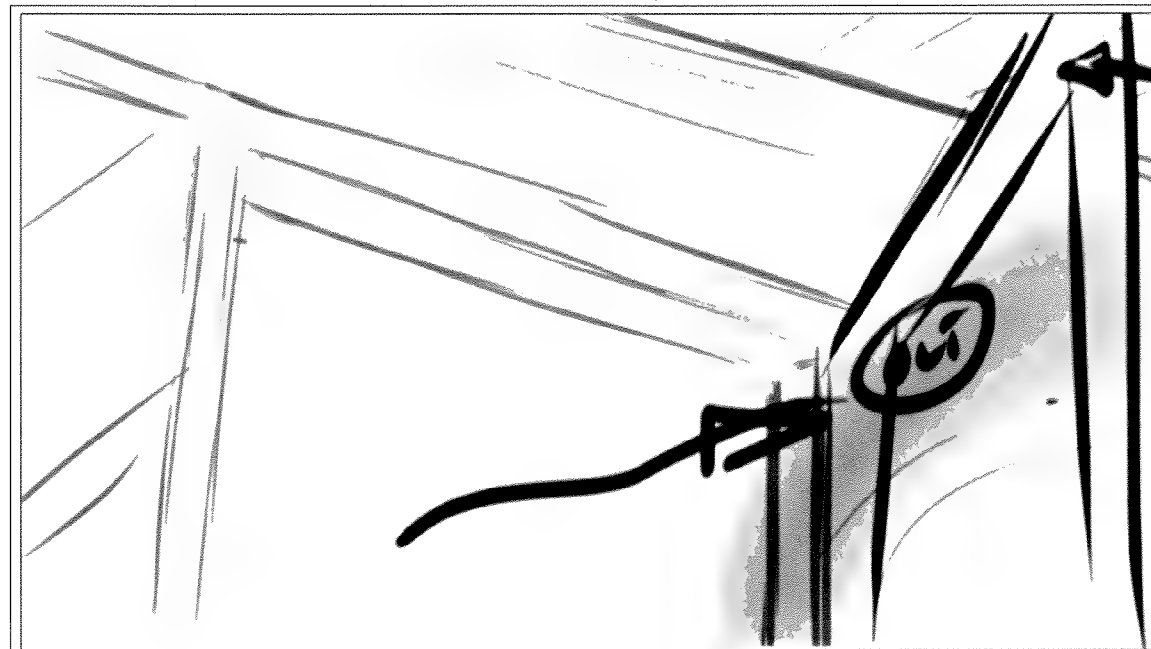
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1020.014

1020.014

Scene 108 Panel 3

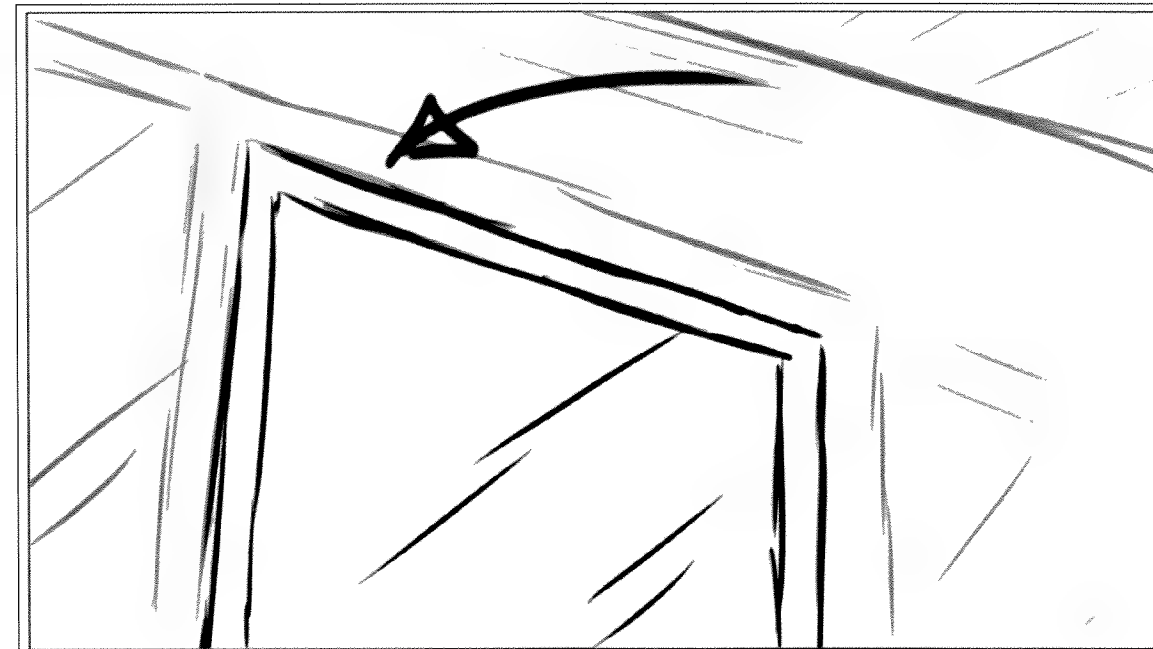


Dialogue
DOOR SFX: *Boo*

Action Notes
O/S Steven glow OUT.

Slugging
0.12

Scene 108 Panel 4



Action Notes
Door closes.

Slugging
1.04

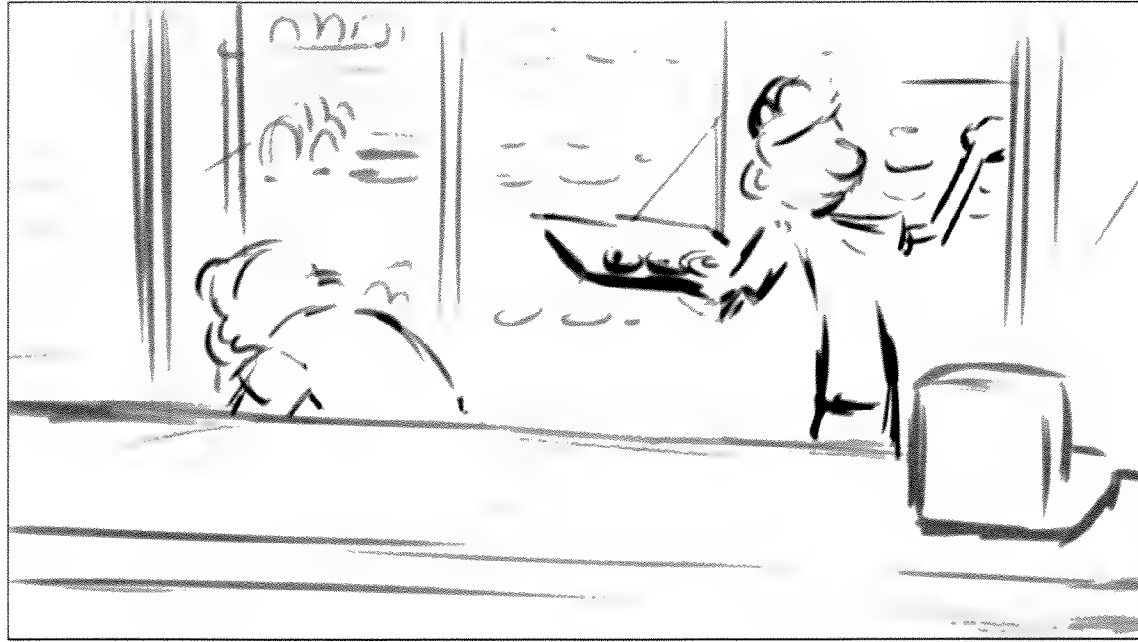
JUL 19 2013

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1020.014

Scene	Panel
109	1



Action Notes

Lars and Sadie are re-stocking shelves.

Slugging

0.07

Scene	Panel
109	2 <i>CONT</i>



Action Notes

Middle aged Steven IN.

Slugging

0.13

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Scene 109 Panel 3
CONT



Dialogue

STEVEN: Two of the usual, please!

Action Notes

Raises hand with 2 fingers up.

Slugging

2.02

Scene 110 Panel 1



Slugging

0.04

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1020.014

Scene	Panel
110	CONT 2



Dialogue
STEVEN: I've had quite...

Action Notes
Middle aged Steven slaps his cheek / money in his left hand.

Slugging
1.10

Scene	Panel
110	CONT 3



Dialogue
STEVEN: ...A day...

Action Notes
Face stls as Steven speaks. (exhausted)

Slugging
1.08

1 1 9 2013

Scene	Panel
110	CONT 4



Dialogue
STEVEN: Oh wait! Maybe just one usual...

Action Notes
Hands up with surprise.

Slugging
3.10

Scene	Panel
110	CONT 5



Dialogue
STEVEN: Gotta start...

Action Notes
Steven (Groggy) Reaches for dollar.

Slugging
0.13

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1020.014



Scene	Panel
110	6



Dialogue

STEVEN: ...saving for retirement!

Action Notes

Steven puts a dollar in his pocket.

Slugging

2.00

Scene	Panel
111	1



Dialogue

LARS: You must be confused, pal!

Action Notes

Lars is leaning on counter / gestures with dialogue as Sadie stocks a shelf in back / Steven in FG.

Slugging

2.11

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Scene	Panel
111	2

CONT



Dialogue
LARS: I work here every day...

Action Notes
Lars turns his hand palm up gesturing.

Slugging
1.14

Scene	Panel
112	1



Dialogue
LARS (os): ...And I've never seen...

Action Notes
Hold on Steven's tired expression.

Slugging
2.12

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1020.014

Scene	Panel
112	CONT 2



Dialogue
LARS (os): Your mug before.

Action Notes
Steven scowls.

Slugging
0.14

Scene	Panel
112	CONT 3



Dialogue
STEVEN: Oh Hardy Har Lars!

Action Notes
Steven whips his head back (quickly) with annoyed dialogue.

Slugging
3.04

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1020.014

1020.014

Scene	Panel
113	1



Action Notes

-SP- Sadie (suprised) and Lars (smug).

Slugging

0.04

Scene	Panel
113	2 <i>cont</i>



Dialogue

STEVEN (os): I used to make jokes!

Action Notes

Both react with suprise.

Slugging

3.01

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1020.014

1020.014

Scene	Panel
113	<i>cont</i> 3



Action Notes

Look at each other.

Slugging

0.15

Scene	Panel
113	<i>cont</i> 4



Dialogue

STEVEN (os): But you know what?

Action Notes

Look at Steven O/S.

Slugging

1.02

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1020.014

1020.014

1020.014



Scene	Panel
114	1

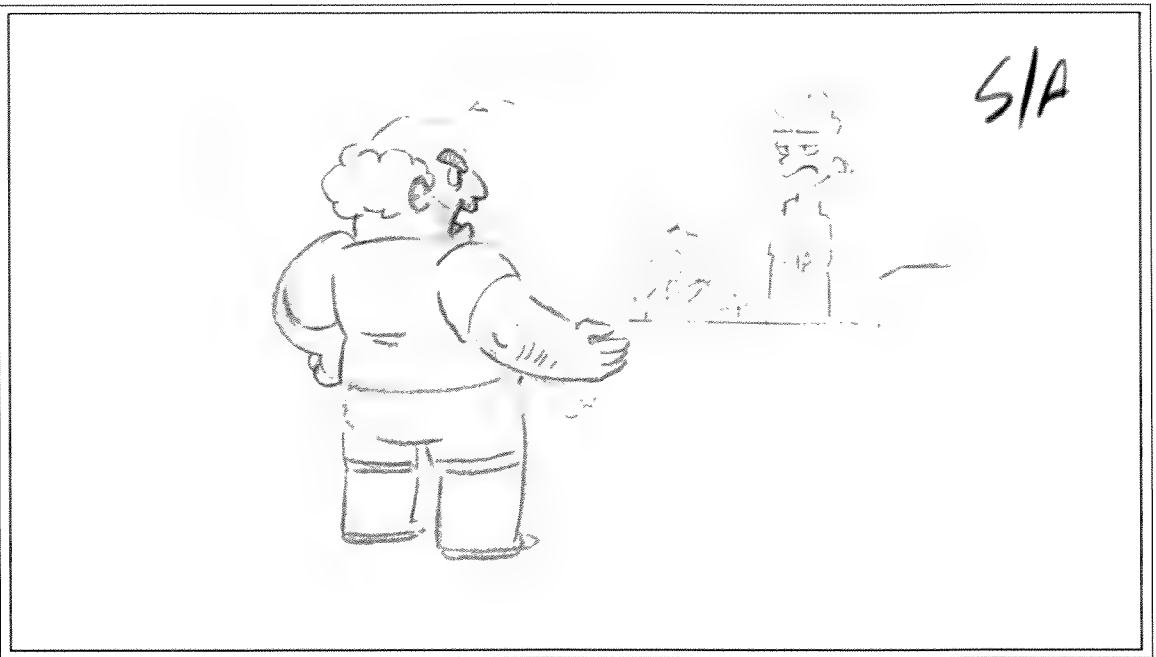


Dialogue
STEVEN: I've had a lot of time to think today and...

Action Notes
Steven yells at Lars over the counter.

Slugging
3.03

Scene	Panel
114	CONT 2



Dialogue
STEVEN: Sometimes you gotta smarten up.

Slugging
1.10

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1020.014



Scene	Panel
114	3



Dialogue

STEVEN: Act like an adult!

Slugging

3.11

Scene	Panel
115	1



Action Notes

-SP-


Slugging

0.04

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1020.014

Scene	Panel
115	<i>CONT</i> 2
	
Dialogue STEVEN: Cuz one day...	
Action Notes Steven (warning) points finger at O/S Lars.	
Slugging 1.07	

Scene	Panel
115	<i>CONT</i> 3
	
Dialogue STEVEN: If you don't...	
Action Notes Hand up and down gently with dialogue.	
Slugging 1.04	

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1020.014

1020.014

Scene 116 Panel 1



Dialogue

STEVEN (os): Everyone you know is gonna...

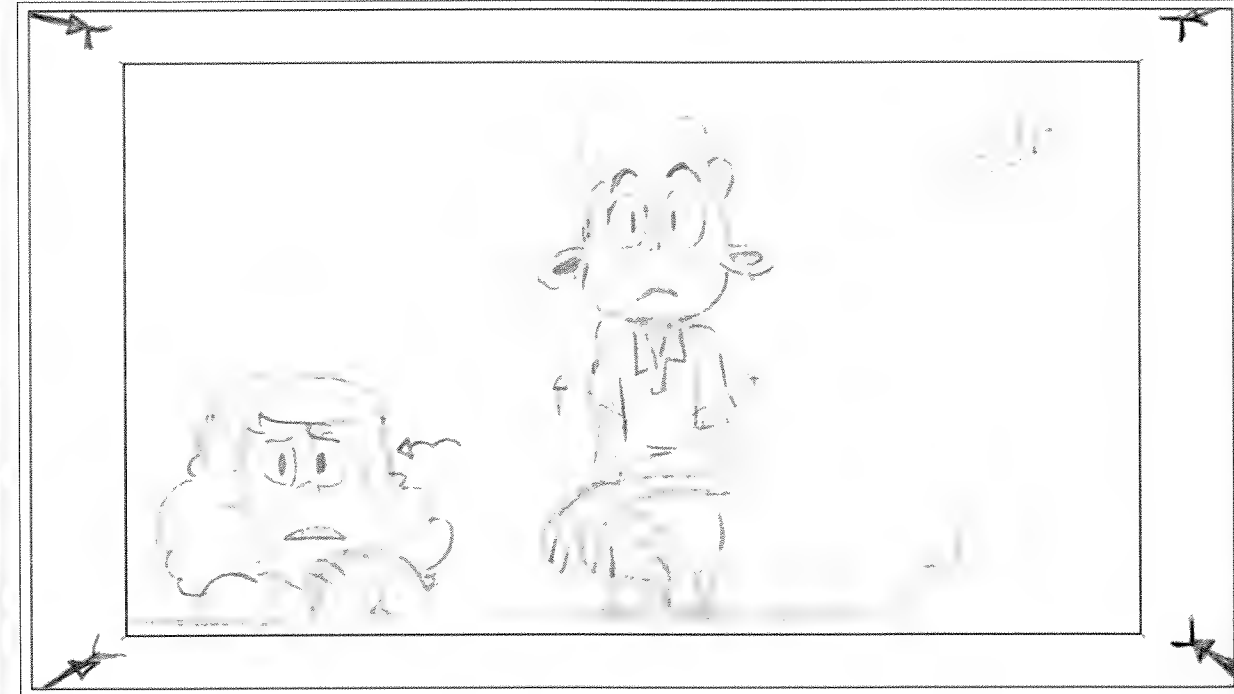
Action Notes

Camera slow push in on Lars, thru scene.

Slugging

ADJ: 0.12

Scene 116 Panel 2



Dialogue

STEVEN (os): Grow up without you...

Action Notes

- cont slow push in - Lars (nervous) looks around / Sadie backs up.

Slugging

Continue ADJ: 1.13

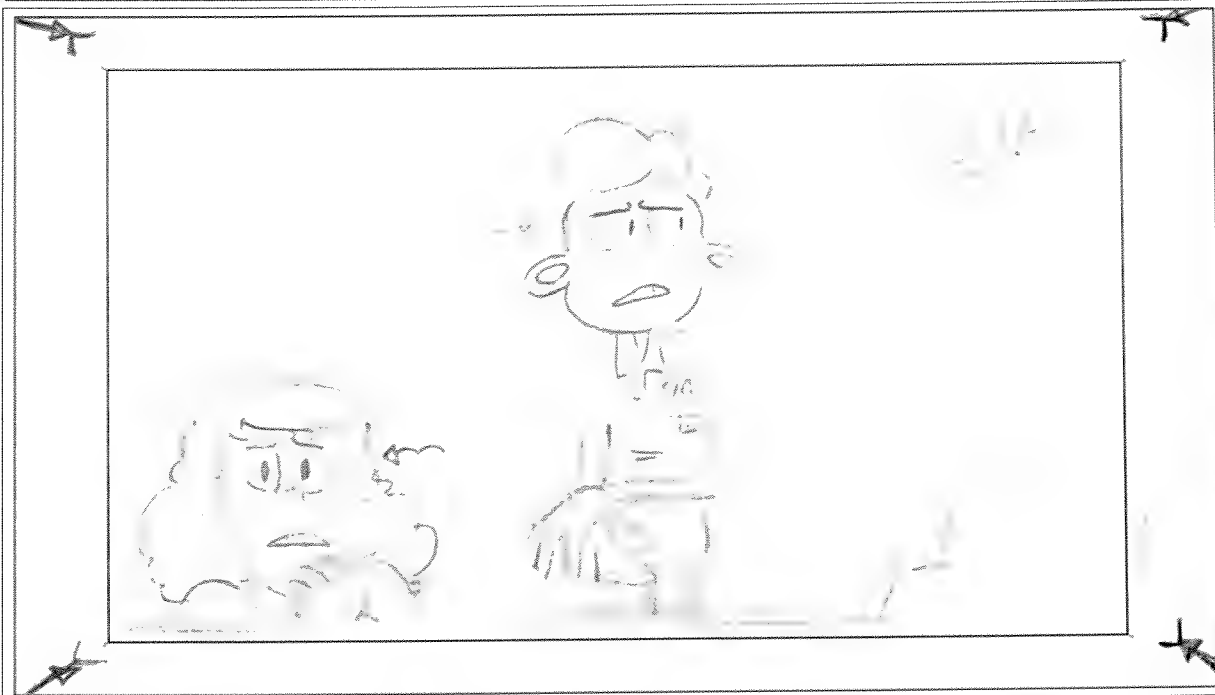
JUL 19 2013

1020.014

1020.014

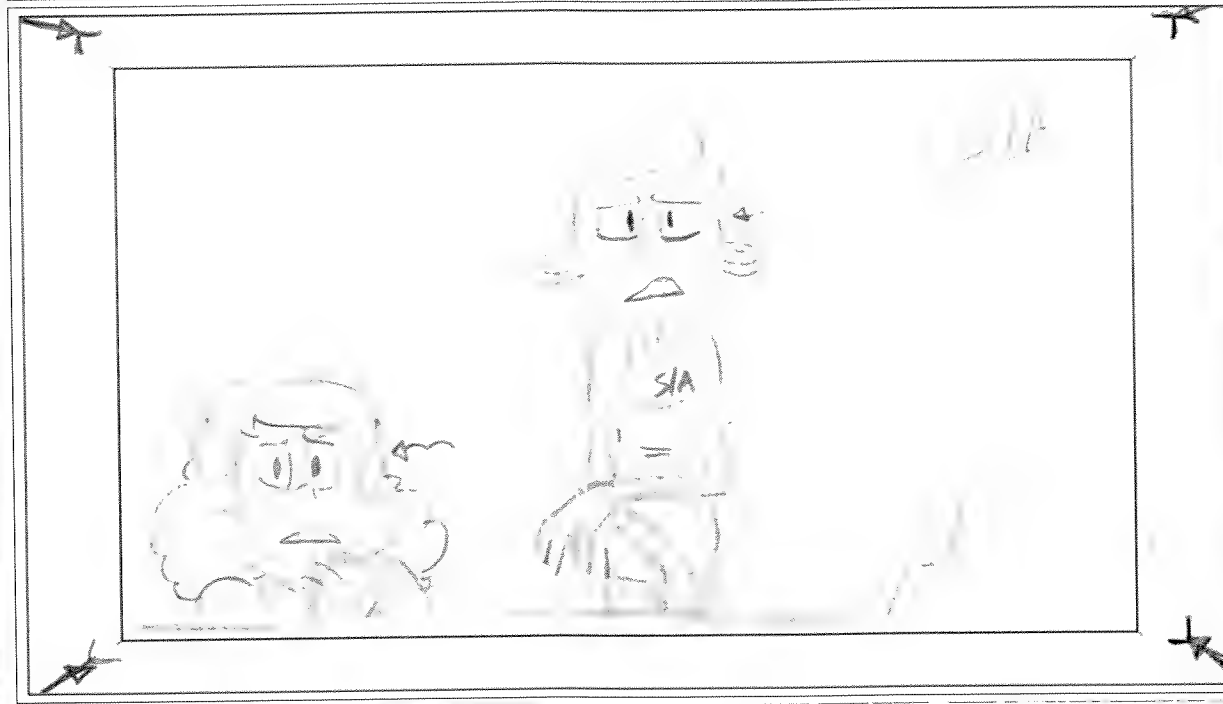
1020.014

Scene	Panel	
	116	3



Slugging
Continue ADJ: 0.09

Scene	Panel	
	116	4



Slugging
Continue ADJ: 1.00

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1020-014

1020-014

Scene	Panel
117	1



Dialogue

STEVEN: And you...

Action Notes

Steven speaks with innocent tone / gesturing to himself and shaking head slowly.

Slugging

0.06

Scene	Panel
117	<i>CONT</i> 2



Dialogue

STEVEN: Won't have little Steven to pick on anymore...

Action Notes

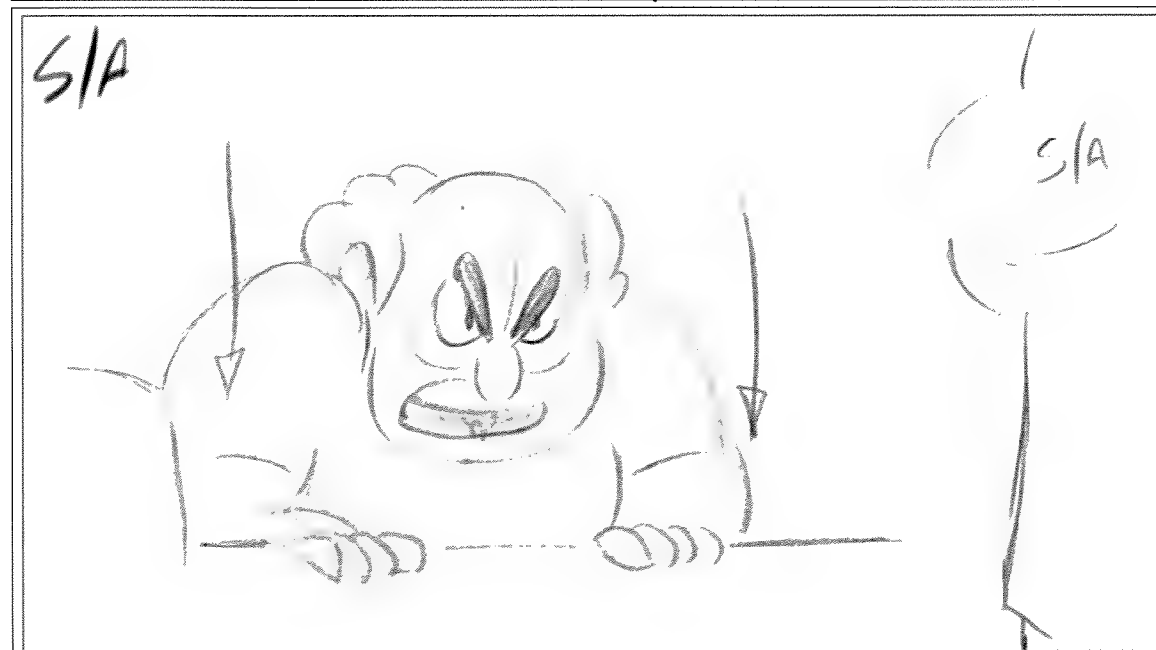
Steven gestures to himself innocently.

Slugging

3.00

JUL 19 2013

Scene	Panel
117	CONT 3



Dialogue
STEVEN: Because I'll be a grown-up

Action Notes
Steven slaps his hands on the counter.

Slugging
2.02

Scene	Panel
117	CONT 4



Dialogue
STEVEN: ...too...

Action Notes
Steven pushes himself forward.

Slugging
0.15

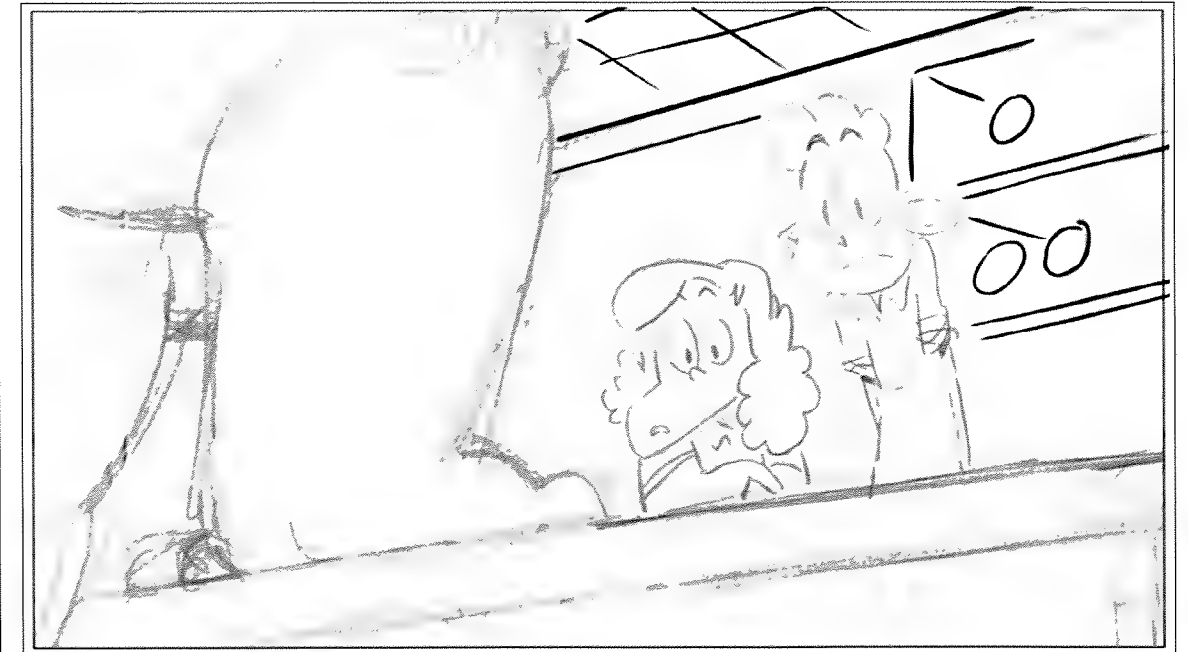
JUL 19 2013

Scene	Panel
117	CONT
	5



Slugging
2.01

Scene	Panel
118	
	1



Action Notes
Steven looming in foreground - Lars and Sadie look shocked.

Slugging
1.12

JUL 19 2013

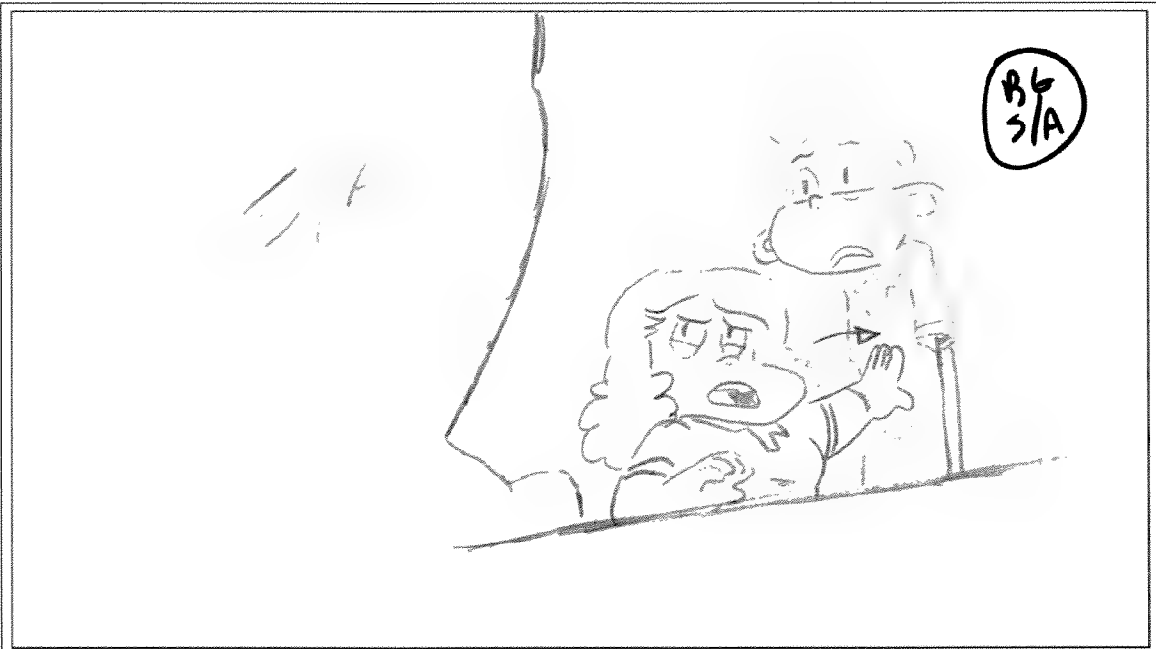
1020.014

1020.014

1020.014



Scene	Panel
118	CONT 2



Dialogue
SADIE: Steven...

Action Notes
Sadie steps in front of Lars / gently pushes him back.

Slugging
1.08

Scene	Panel
118	CONT 3



Dialogue
SADIE: Who?

Slugging
1.13

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1020.014

Scene	Panel
119	1



Action Notes

-SP- Steven looks irate.

Slugging

0.04

Scene	Panel
119	<i>CONT</i> 2



Action Notes

Steven reacts (freezied).

Slugging

0.14

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1020.014

1020.014

Scene	Panel
120	1



Slugging
0.04

Scene	Panel
120	2



Dialogue
STEVEN: Steven quartz Universe!!

Action Notes
Steven up quickly with angry dialogue, Lars and Sadie jumps back.

Slugging
3.15

JUL 19 2011


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1020.014



Scene	Panel
120	3
<i>CONT</i>	
	
Dialogue STEVEN: And I want THAT donut - Right there -	
Action Notes Steven gestures / thrusting finger to donut in case. Lars and Sadie turns to look.	
Slugging 1.14	

Scene	Panel
120	4
<i>CONT</i>	
	
Dialogue STEVEN: That's the one!	
Action Notes Taps the glass 3A 3B 3A 3B	
Slugging Panels 4 + 5 = 1.05	

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
120	CONT 5



Dialogue
STEVEN: That's the one!

Action Notes
Taps the glass 3A 3B 3A 3B

Scene	Panel
121	1



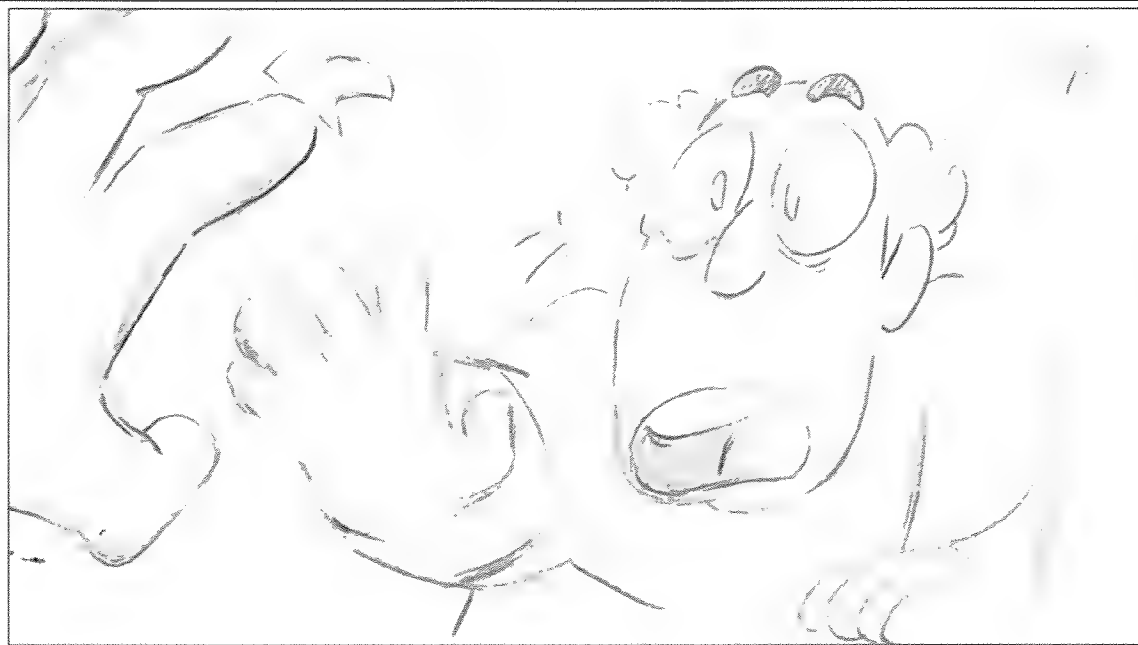
Action Notes
Steven points at donut in display case / his reflection is over glass.

Slugging
Panels 1 + 2 = 1.01

JUL 19 2013

Scene	Panel
121	2

CONT



Dialogue

STEVEN: - WAAAHH!

Action Notes

Steven reacts to reflection, backward with surprise!

Scene	Panel
122	1



Action Notes

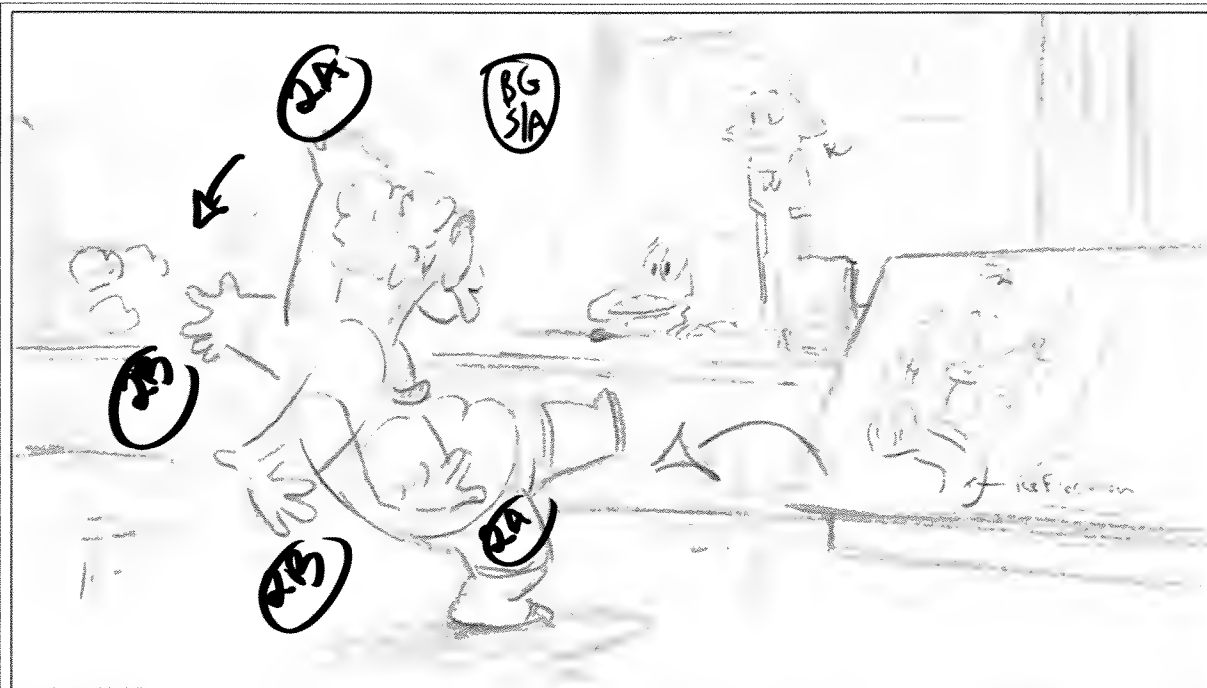
Steven looking at reflection / Sadie and Lars look at him (worried)

Slugging

0.06

JUL 19 2015

Scene 122 Panel 2
CONT



Dialogue

STEVEN: ARGH!!

Action Notes

Steven Jumps back with arms flailing / Sadie and Lars react.

Slugging

1.04

Scene 122 Panel 3
CONT



Dialogue

SADIE: Sir! Are you ok?

Action Notes

Steven grips forehead / sweats / Sadie reaches out.

Slugging

2.06

JUL 19 2014

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1020.014

Scene	Panel
123	1



Action Notes
-SP- Sadie reaching towards scared Steven.

Slugging
0.04

Scene	Panel
123	2

cont



Dialogue
STEVEN: I'm...

Slugging
1.08

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1020.014

1020.014

1020.014



Scene	Panel
123	3
<i>CONT</i>	
	
Dialogue	
STEVEN: ...OLD!	
Slugging	
1.13	

Scene	Panel
124	1
	
Action Notes	
-SP-	
Slugging	
0.04	
JUL 19 2013	

1020.014

Scene	Panel
124	<i>CONT</i>



Dialogue

LARS: Yeah, and nuts.

Slugging

2.08

Scene	Panel
124	<i>CONT</i>



Slugging

0.09

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1020.014

1020.014

Scene	Panel
125	1



Action Notes

-SP-

Slugging

0.04

Scene	Panel
125	2



Dialogue

STEVEN: Why...

Action Notes

Steven pushes his hands against his head.

Slugging

0.11

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1020.014

1020.014

Scene

Panel

125

CONT

3



Dialogue

STEVEN: ..is this..

Slugging

0.08

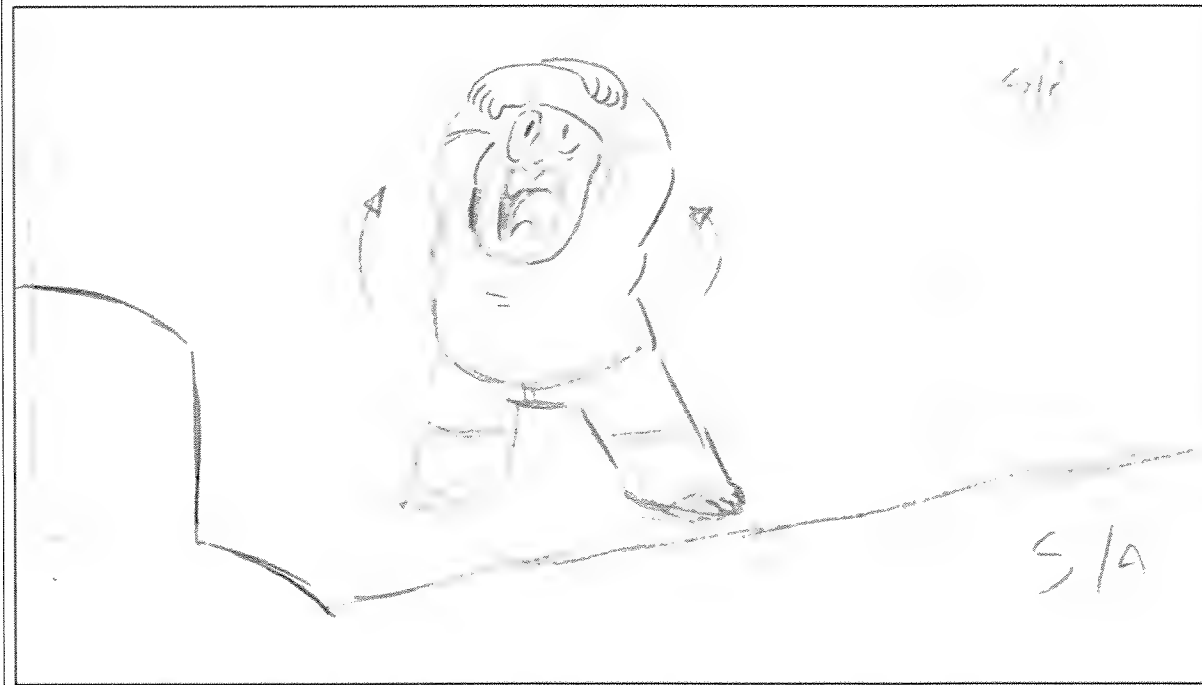
Scene

Panel

125

CONT

4



Dialogue

STEVEN: ...happening?

Slugging

1.12

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
126	1



Action Notes

Steven antics down in frustration.

Slugging

0.04

Notes

H.U. To previous scene.



(A)

Scene	Panel
126	2



Dialogue

STEVEN (Speaking rapidly): I'm gonna have to eat fiber cereal and -

Action Notes

STEVEN's eyes get watery with tears

Slugging

3.04

JUL 19 2013

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1020.014

1020.014

Scene	Panel
126	3



Dialogue

STEVEN: All my teeth are gonna fall out - and then...

Slugging

3.07

Scene	Panel
126	4



Dialogue

STEVEN: I'll have to eat oatmeal!

Action Notes

STEVEN cries

Slugging

2.05

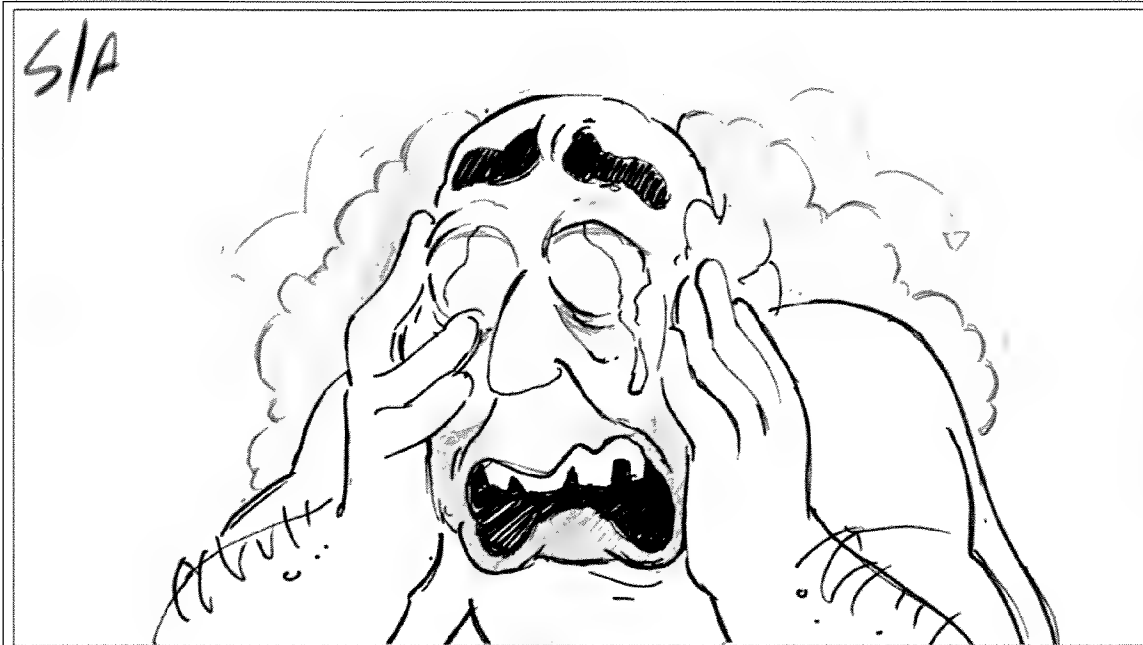
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
126	5



Dialogue

STEVEN: And it'll be sugar-free!

Action Notes

STEVEN's hair grows

Slugging

2.04

Scene	Panel
127	1



Dialogue

STEVEN: Sugar free-hee-heee!!

Action Notes

Steven walks in to scene. with hands over face and whimpering dialogue.

Slugging

1.02

JUL 19 2013

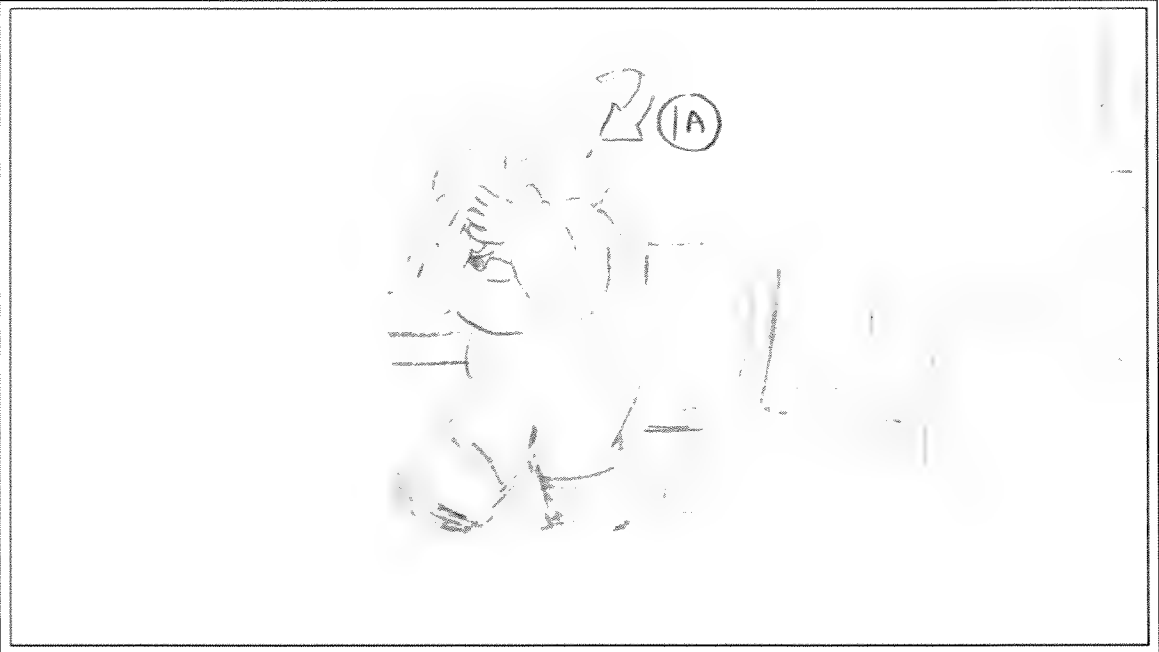
1020.014

1020.014

1020.014



Scene	Panel
127	CONT 2



Dialogue
STEVEN: *Crying*

Action Notes
Turns to sit.

Slugging
0.10

Scene	Panel
127	CONT 3



Dialogue
STEVEN: *Crying*

Action Notes
Plops down hard onto chair.

Slugging
0.07

JUL 19 2013



Scene	Panel
127	4



Dialogue
STEVEN: *Crying*

Action Notes
Steven leaning forward / Sadie IN / Puts hands on his back.

Slugging
1.03

Scene	Panel
127	5



Dialogue
STEVEN: *Crying*

Slugging
0.14

JUL 19 2013

1020.014

1020.014



Scene	Panel
127	6



Dialogue
STEVEN: I need to reverse this!

Action Notes
Steven with head up and hands out / Sadie bites lip.

Slugging
3.01

Scene	Panel
127	7



Action Notes
Steven plops head into hands / Sadie looks away (sad).

Slugging
1.02

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1020.014

1020.014

1020.014



Scene	Panel
128	1



Action Notes
HOLD

Slugging
1.03

Scene	Panel
128	2

CONT



Dialogue
STEVEN: I...

Action Notes
Steven's head up (fast) / Sadie reacts with surprise.

Slugging
0.08

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
128	CONT 3



Dialogue
STEVEN: ...need...

Action Notes
Steven holds hands up.

Slugging
1.00

Scene	Panel
128	CONT 4



Dialogue
STEVEN: ...a reverse birthday!

Action Notes
Hands down to emphasize dialogue (fast) / Sadie claps hands and smiles.

Slugging
2.10

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1020-014

1020-014

Scene	Panel
129	1



Slugging
0.09

Notes
H.U. Steven's face expression to previous scene.

Scene	Panel
129	2



Dialogue
STEVEN (Whispered): The king costume...!

Slugging
1.14

JUL 19 2013

1020-014

1020-014

1020-014

Scene	Panel
129	CONT 3



Dialogue
STEVEN: Will you help me into...

Action Notes
Steven turns to look at Lars.

Slugging
2.06

Scene	Panel
129	CONT 4



Dialogue
STEVEN: ...my birthday suit??

Slugging
0.15

JUL 19 2013

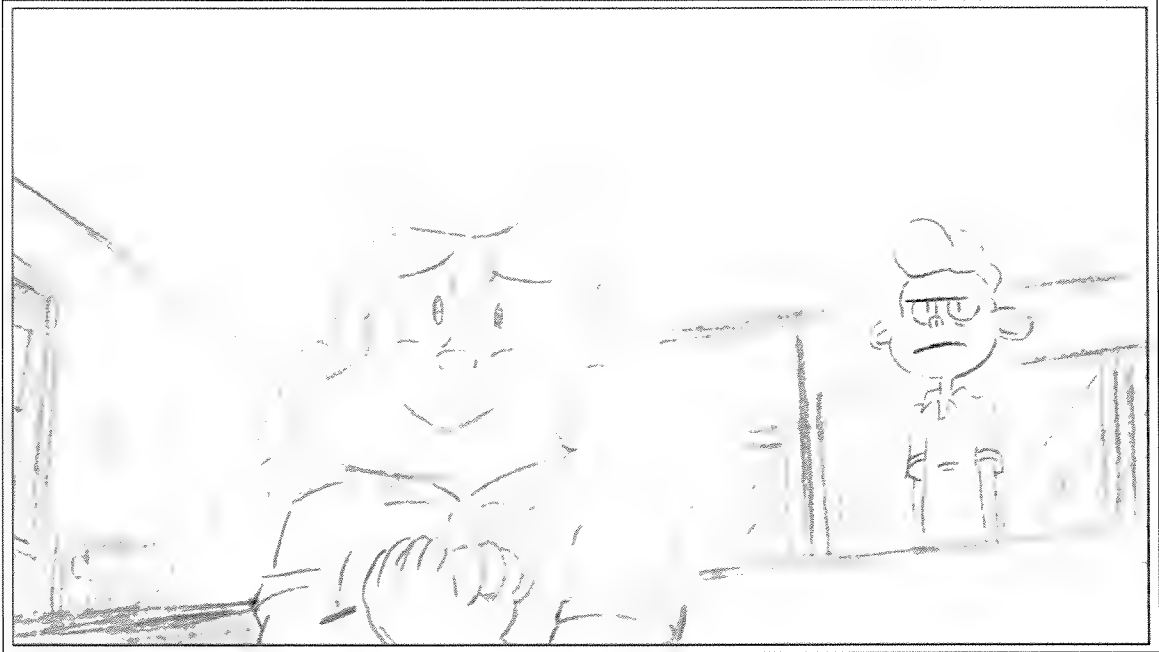
1020.014

1020.014

1020.014



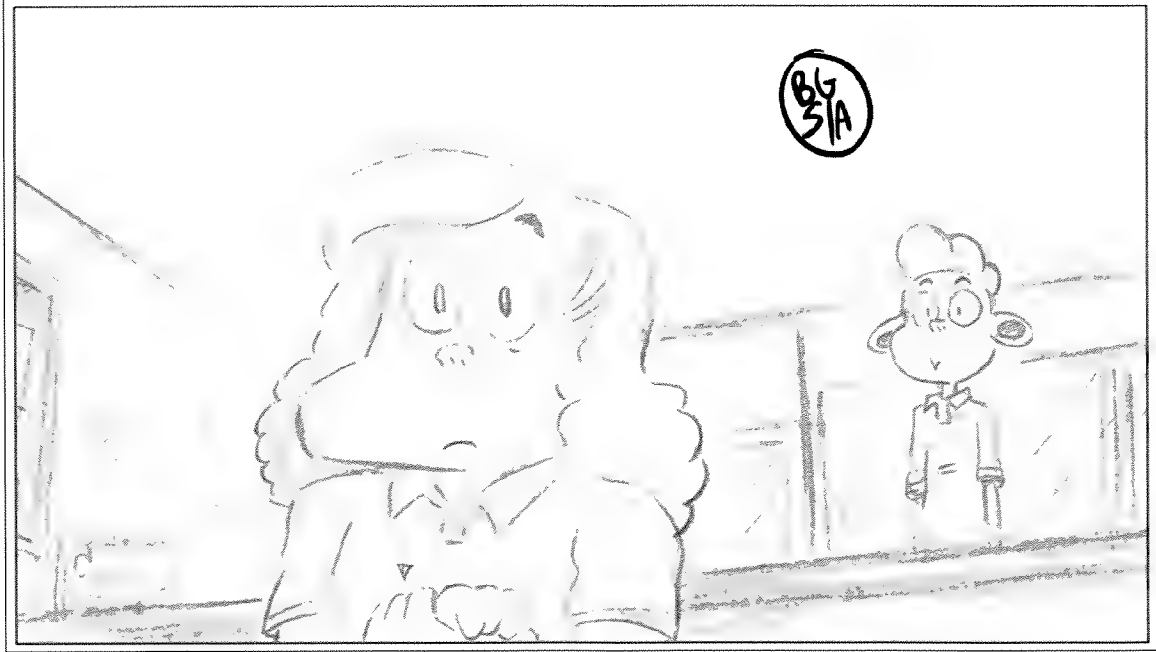
Scene	Panel
130	1



Action Notes
-SP-

Slugging
0.04

Scene	Panel
130	<i>CONT</i> 2



Action Notes
Sadie and Lars react (Stunned).

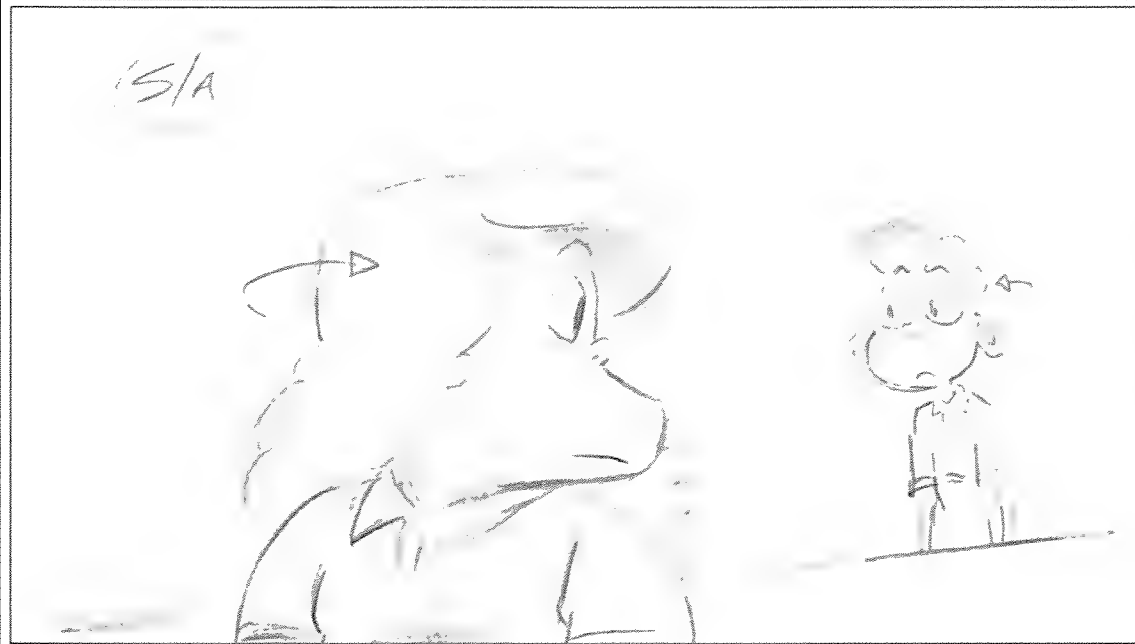
Slugging
1.03

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1020.014

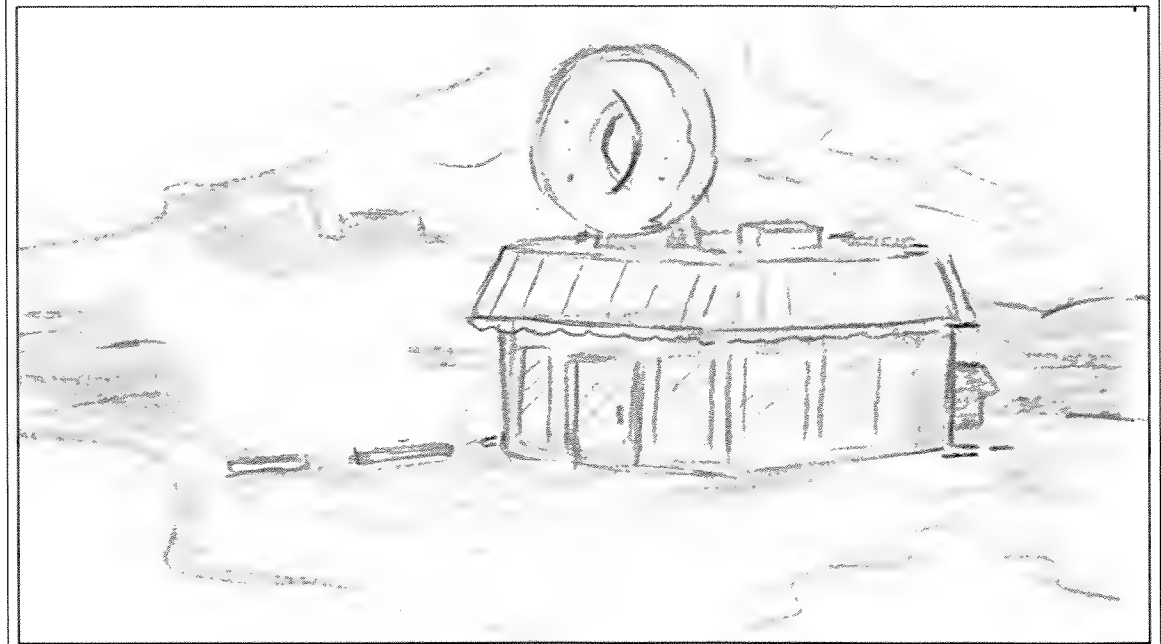
Scene	Panel
130	CONT 3



Action Notes
They look at each other.

Slugging
1.04

Scene	Panel
131	1



Action Notes
ext. Donut shop (foggy)

Slugging
0.06

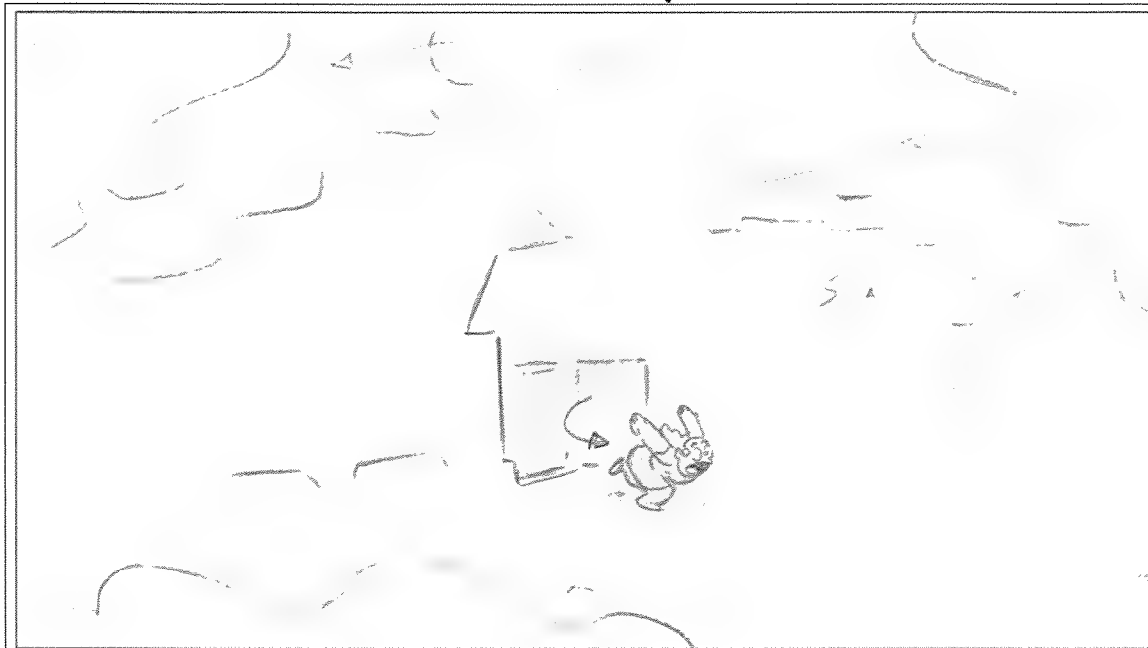
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1020.014

1020.014

Scene	Panel
131	cont 2



Dialogue
SADIE (os): AH!

Action Notes
Steven bursts out of donut shop door.

Slugging
0.11

Scene	Panel
131	cont 3



Dialogue
SADIE: Yeah!

Action Notes
Steven runs towards screen right.

Slugging
0.12

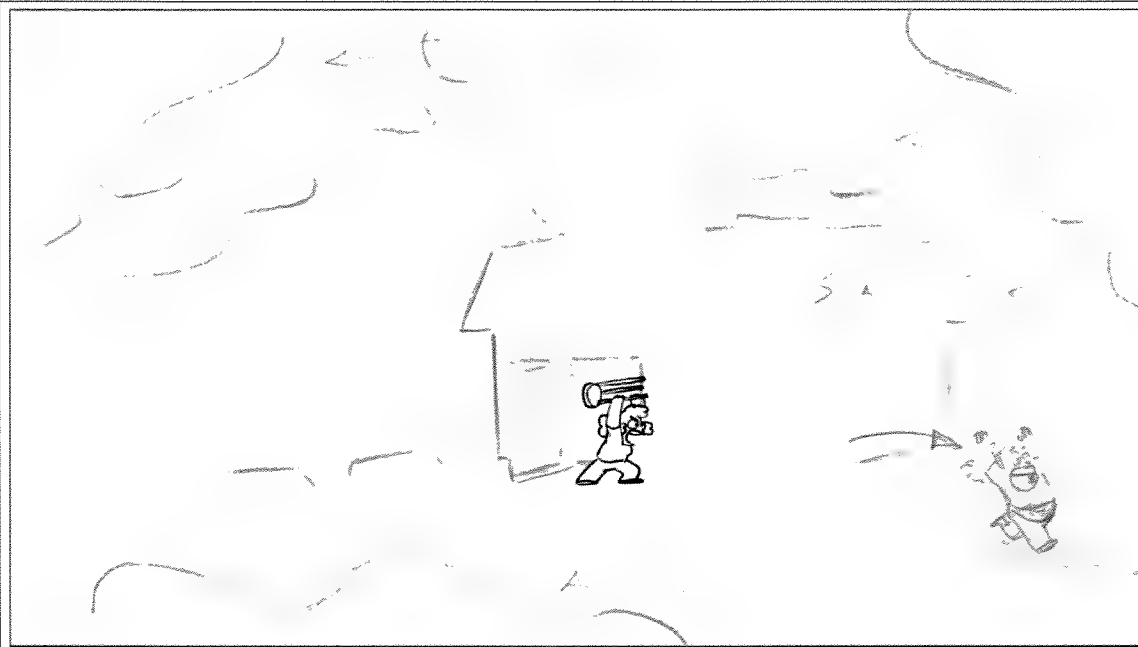
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1020.014

1020.014

Scene	Panel
131	cont 4

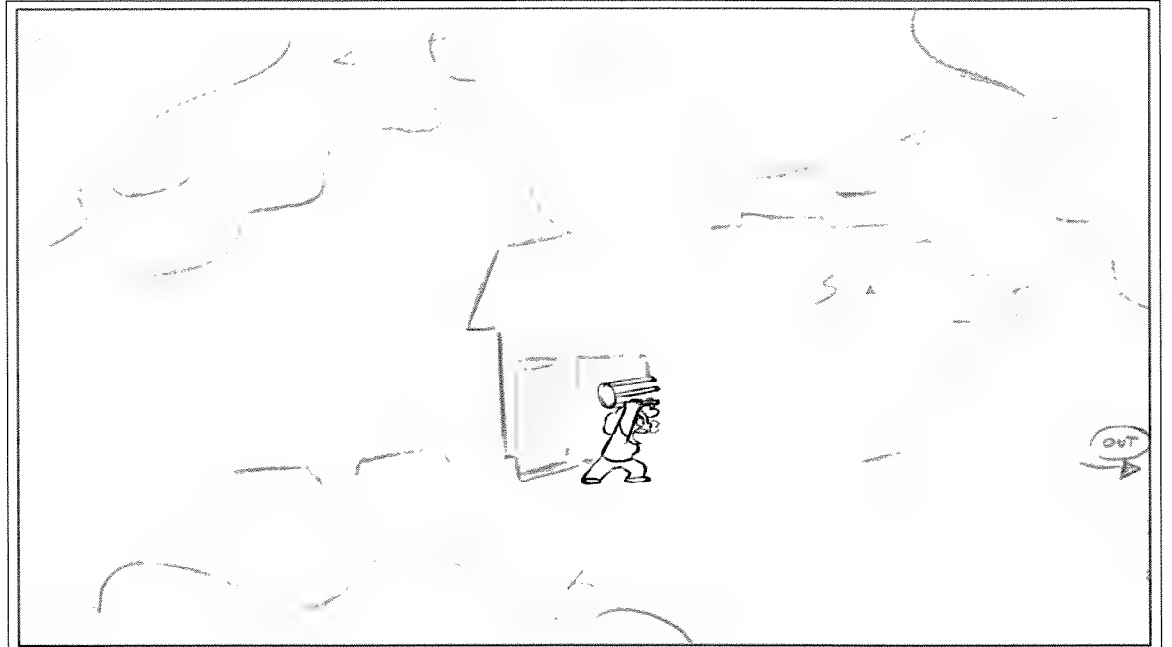


Dialogue
SADIE: You better run!!

Action Notes
Sadie is shaking a stool above her head (cycle SADIE panels 4-5 x5)
Steven runs OUT screen right.

Slugging
1.01

Scene	Panel
131	cont 5



Action Notes
Steven OUT.

Slugging
1.06

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1020.014

1020.014

Scene	Panel
132	1



Dialogue

STEVEN: ARRR!

Action Notes

Steven runs thru the fog.
BG moves screen left though the scene.

Slugging

1.01

Notes

Need run cycle A/B poses.

Scene	Panel
132	2



Action Notes

Steven feels a sharp pain.

Slugging

0.07

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1020.014

Scene	Panel
132	CONT 3

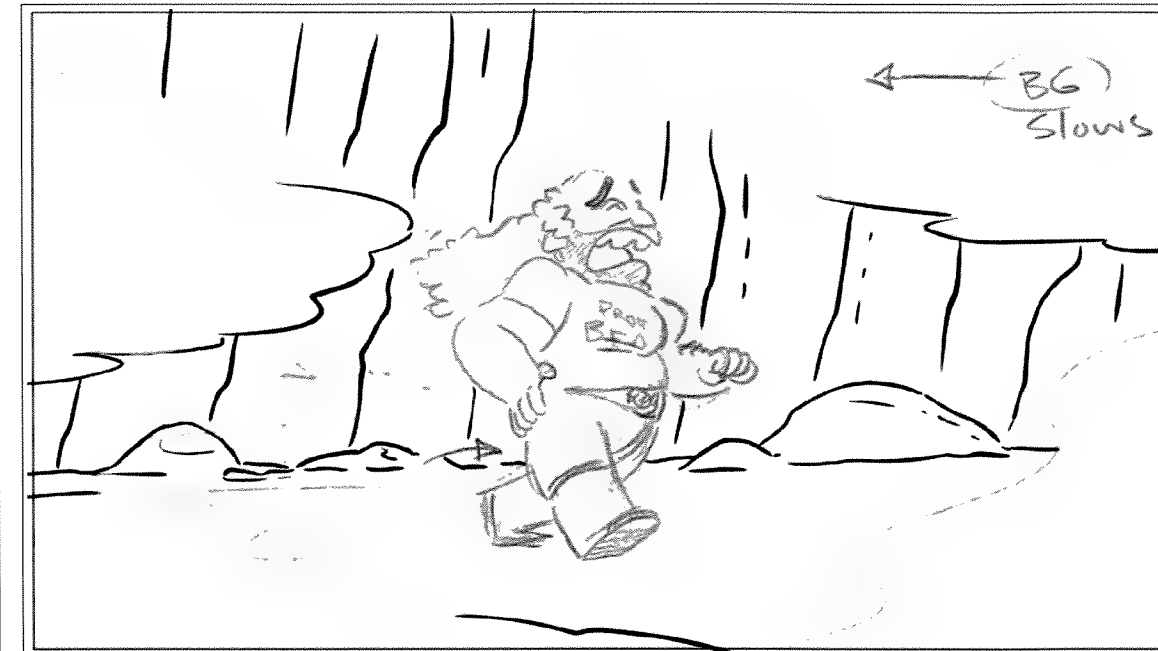


Dialogue
STEVEN: UGH!

Action Notes
Steven reacts to pain in hip.
FOG moves slower screen right to left thru scene - because Steven walks slower.

Slugging
1.10

Scene	Panel
132	CONT 4



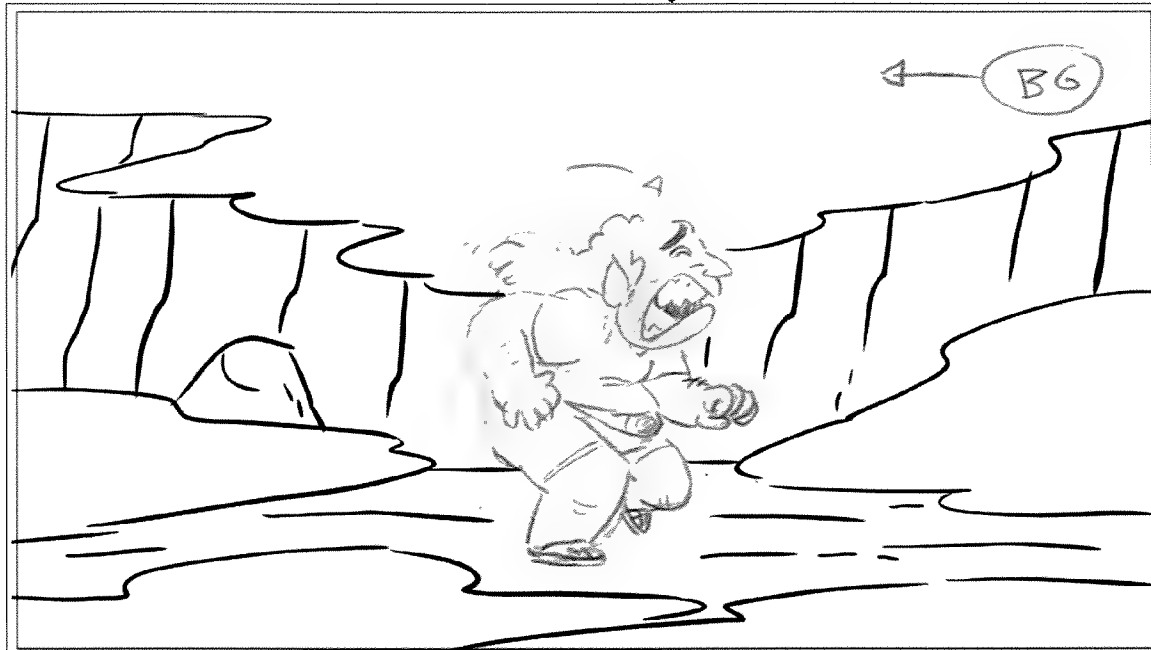
Dialogue
STEVEN: I'm too...

Action Notes
Steven limps while trying to run.

Slugging
2.11

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Scene	Panel
132	CONT 5



Dialogue
STEVEN: ...Old for...

Action Notes
Steven continues to limp / run.

Slugging
0.14

Scene	Panel
132	CONT 6



Dialogue
STEVEN: ...This!

Action Notes
His gem glows vibrantly.

Slugging
1.01

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1020.014

1020.014

Scene	Panel
132	CONT



Action Notes

Steven ages into an old white-haired man.

Slugging

1.01

Scene	Panel
132	CONT



Action Notes

He limps much more, cycle, slowly /run poses.

Slugging

0.15

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1020.014

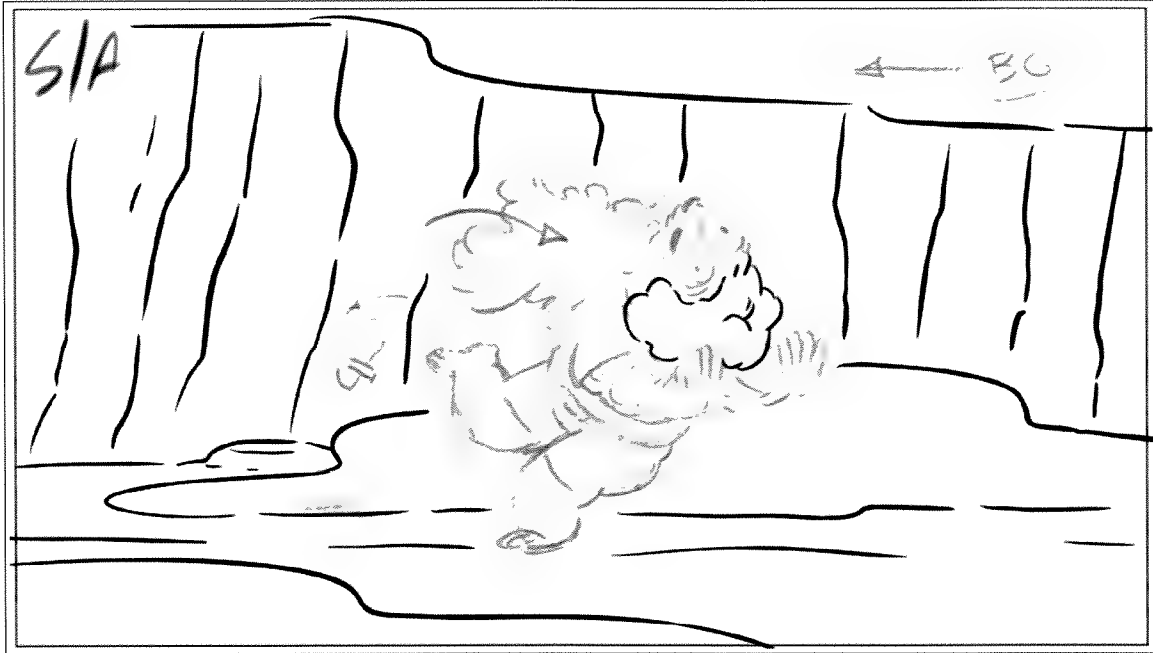
1020.014

Scene	Panel
132	CONT 9



Slugging
0.07

Scene	Panel
132	CONT 10



Action Notes
Steven trips and falls over / sandal flies off.

Slugging
1.05

JUL 19 2013



Scene	Panel
133	1



Dialogue
STEVEN: NNG!

Action Notes
Steven falls IN - hits the ground. Fog drifts thru scene.

Slugging
0.04

Scene	Panel
133	2



Slugging
2.04

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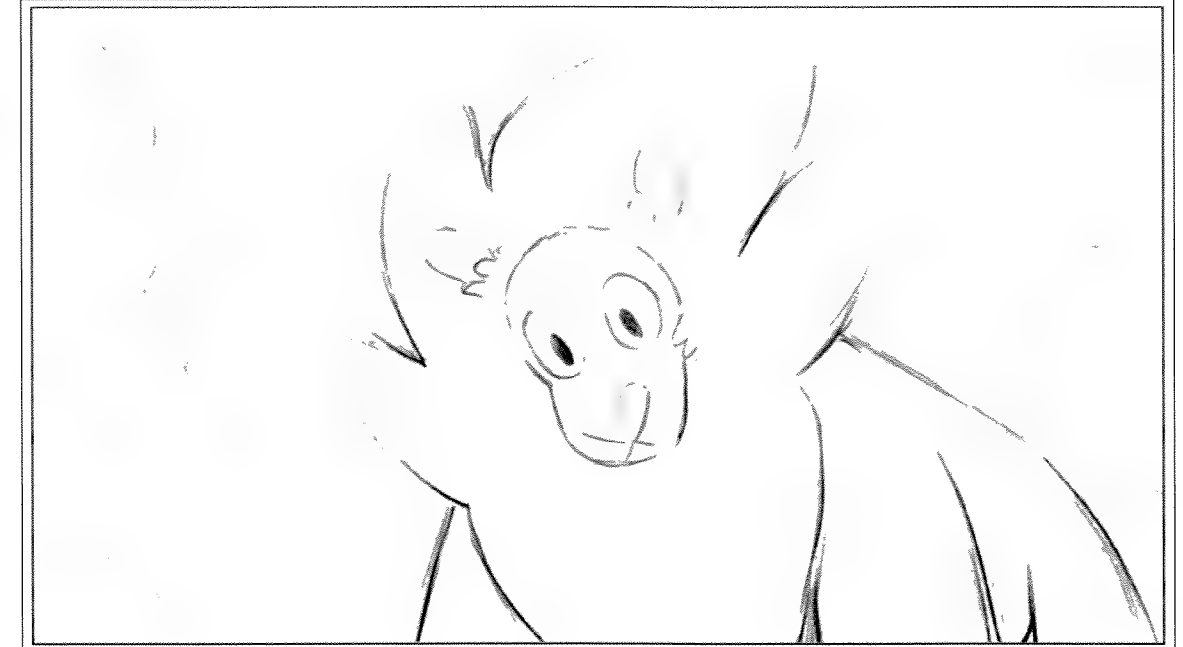
Scene	Panel
133	3



Action Notes
Lion steps IN / Steven loops up.

Slugging
1.06

Scene	Panel
134	1



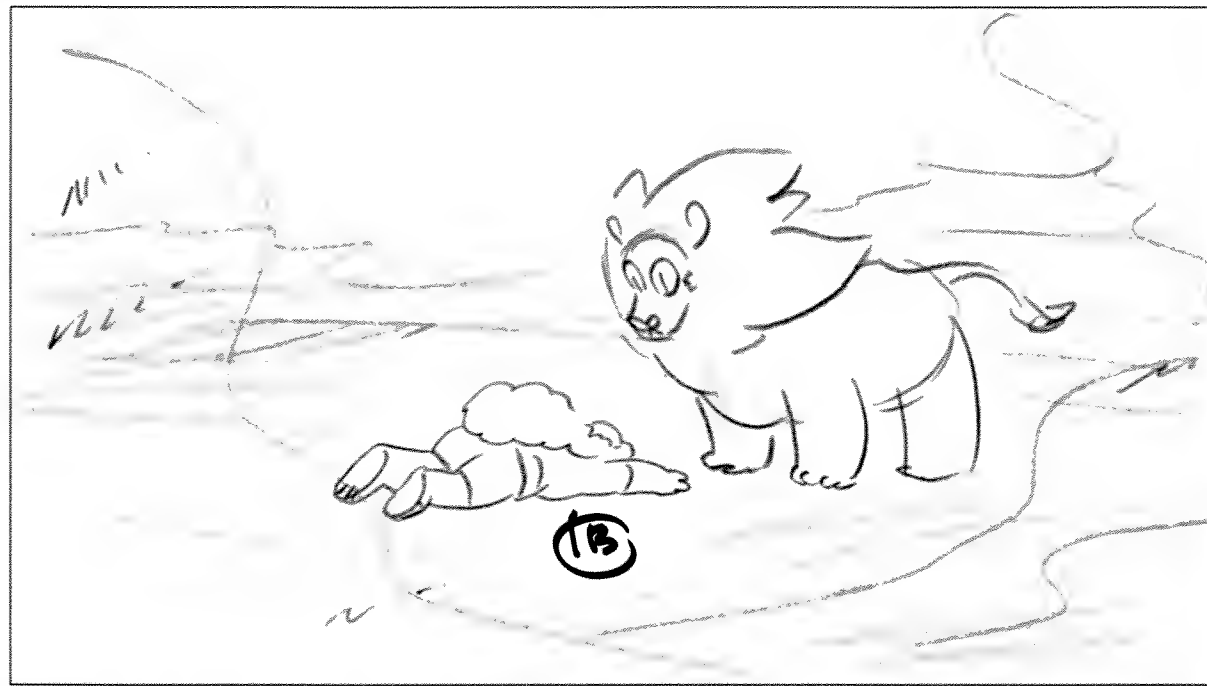
Dialogue
STEVEN (os): Lion!

Action Notes
Upshot of lion, standing in fog / rays of sun shine behind him thru the fog.

Slugging
2.02

JUL 19 2013

Scene	Panel
135	1



Action Notes

Steven and Lion in fog.
Steven collapsed face down.

Slugging

0.15



Scene	Panel
135	2

CONT



Action Notes

Lion antics back.

Slugging

0.04

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1020.014

Scene	Panel
135	<i>CONT</i> 3



Action Notes
Grabs Steven in his jaws.

Slugging
0.10

Scene	Panel
135	<i>CONT</i> 4



Action Notes
Lion turns to its left and carries Steven away.

Slugging
0.07

JUL 19 2013

1020.014

1020.014

1020.014

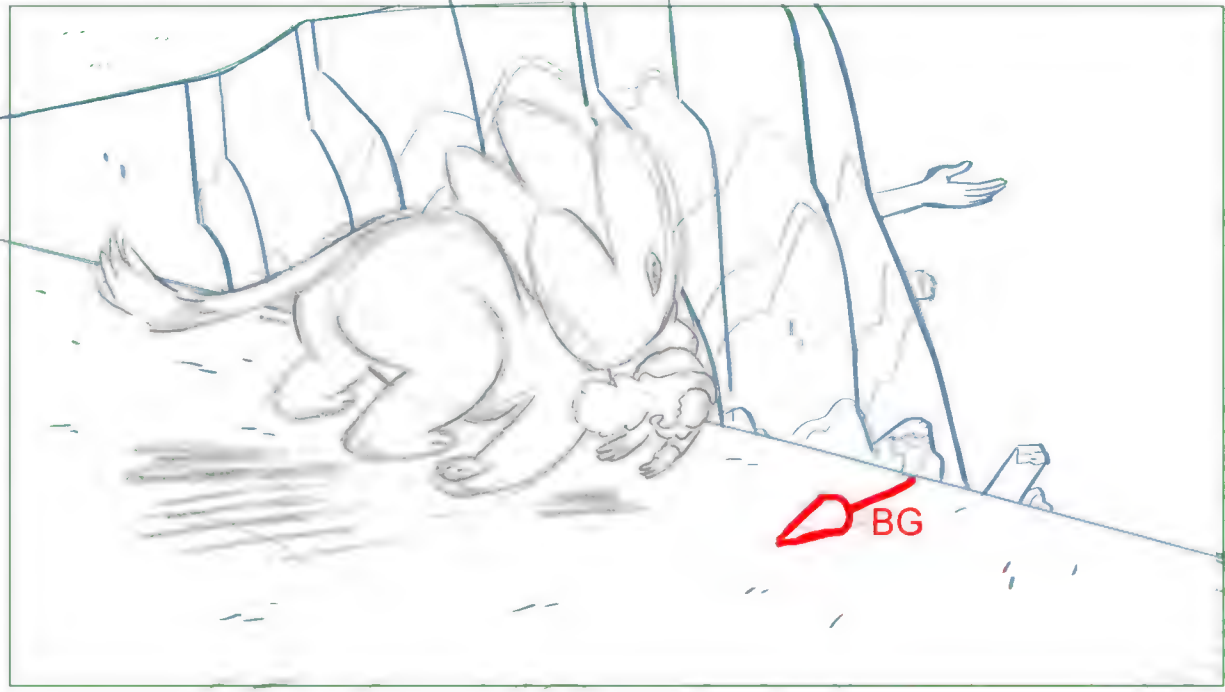
Scene	Panel
135	5



Action Notes
Lion OUT.

Slugging
0.11

Scene	Panel
136	1

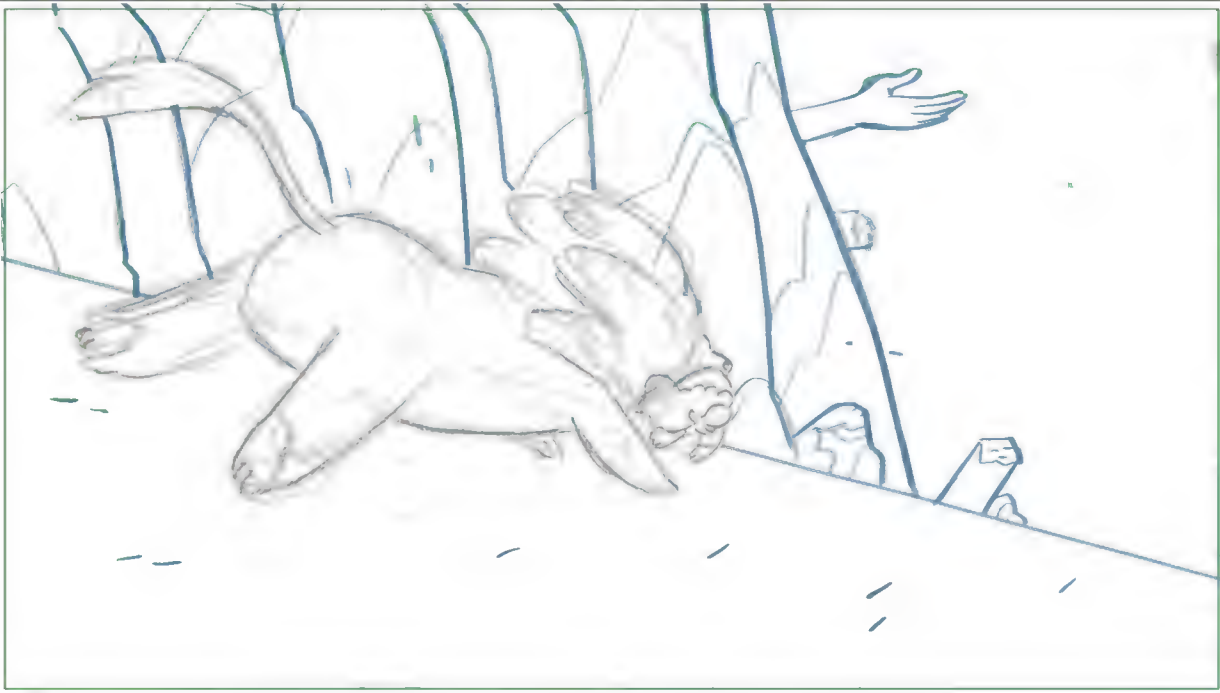


Action Notes
Lion running - BG moves closer.

Slugging
0.06

Note: Ground texture is rushing towards cam on a single, flat plane. Please use the texture indicated for sc 136 in reference list.

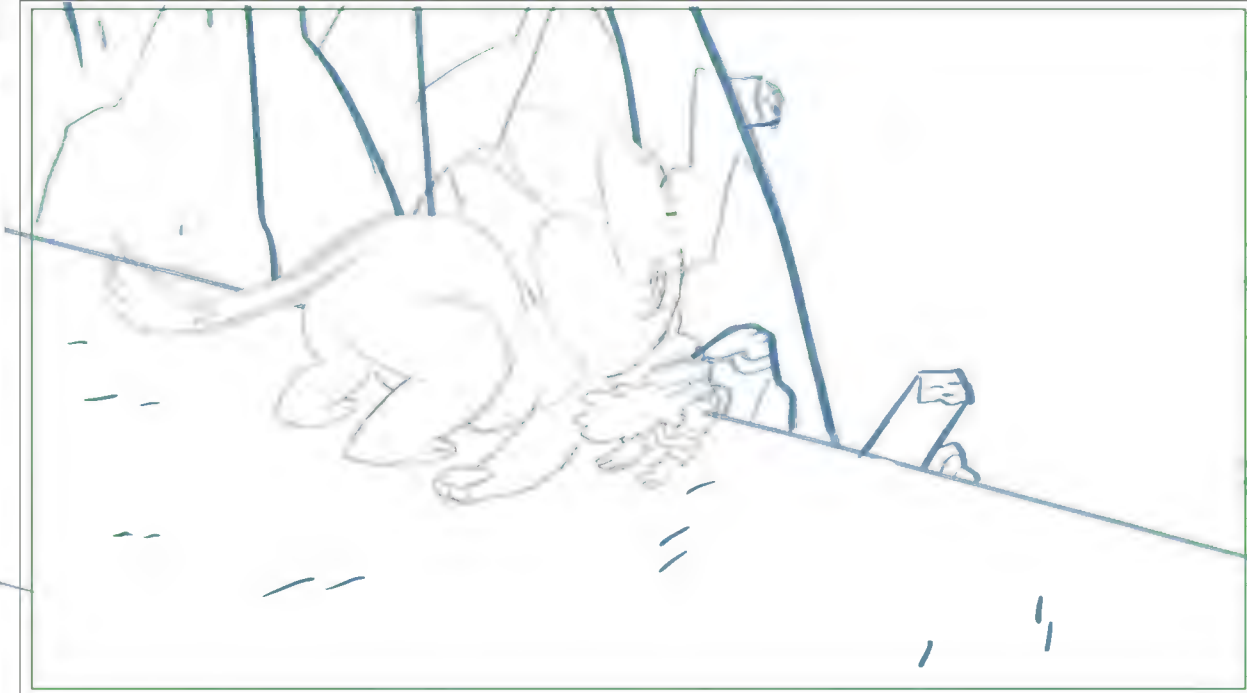
Scene	Panel
136	2



Action Notes
BG moves closer.

Slugging
0.06

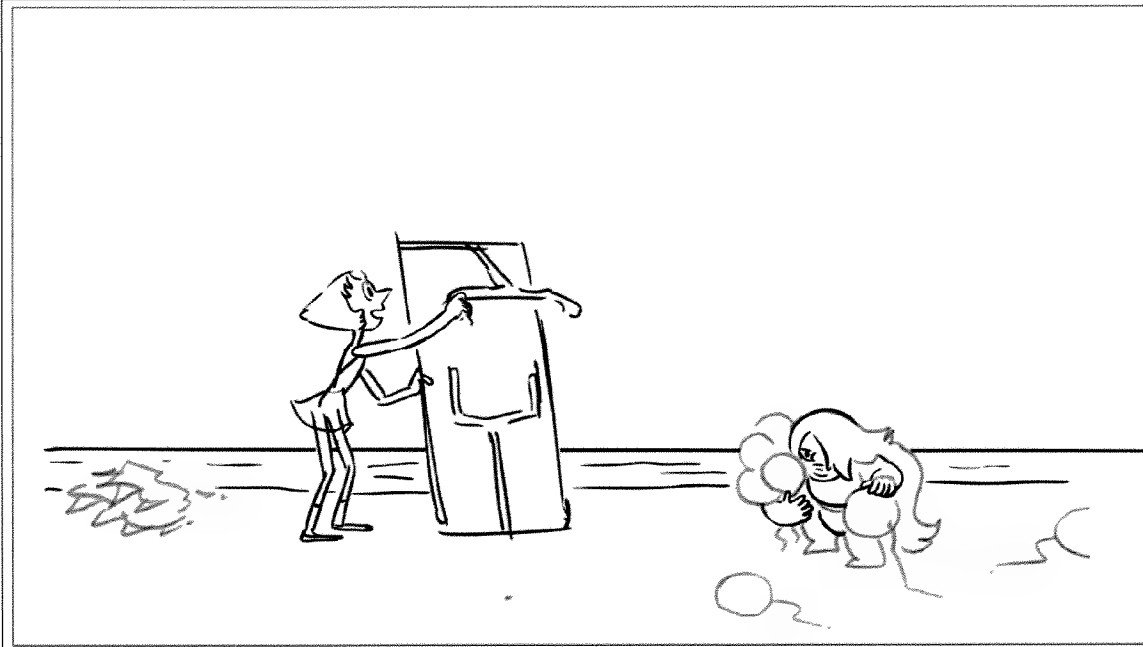
Scene	Panel
136	3



Action Notes
BG moves closer.

Slugging
0.08

Scene	Panel
137	1



Dialogue

PEARL: You know,

Action Notes

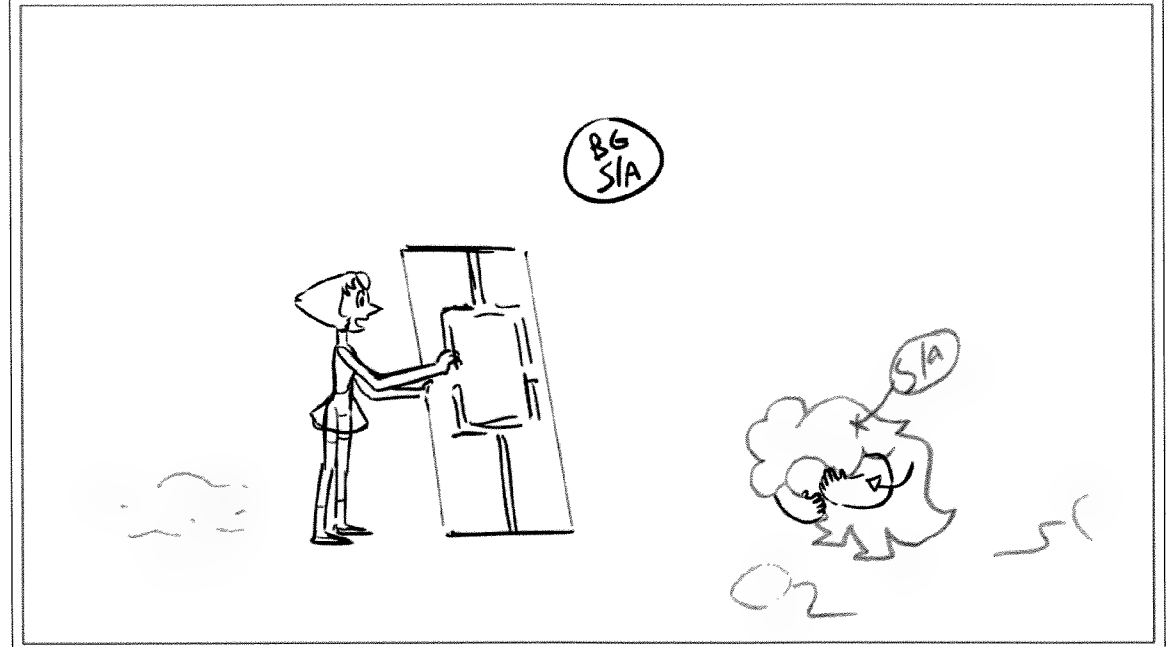
Pearl is folding up table legs.

Amethyst is picking up balloons.

Slugging

1.05

Scene	Panel
137	2



Dialogue

PEARL: Steven was right. This is fun!

Slugging

4.15

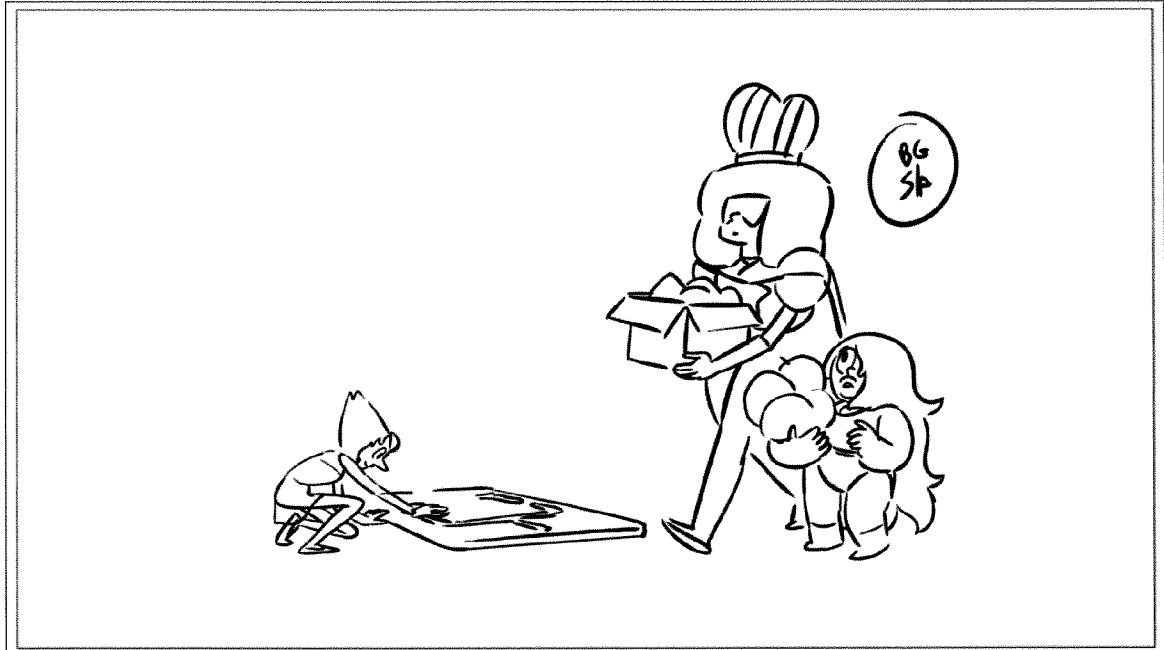
JUL 19 2013

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1020.014

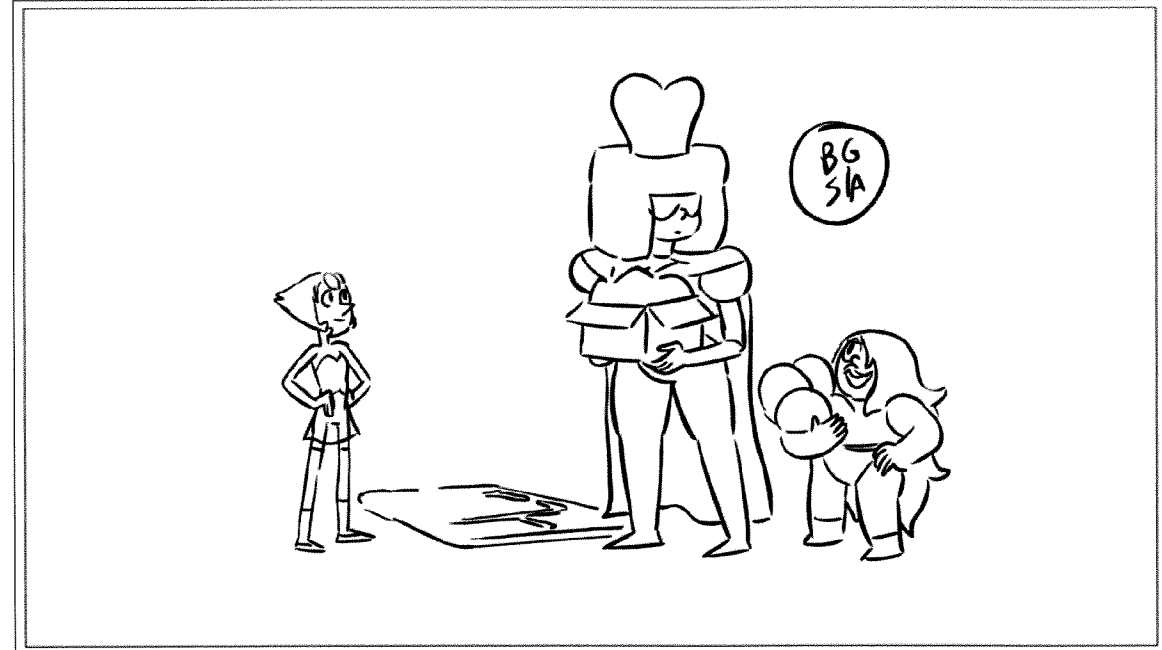
Scene	Panel
137	CONT 3



Action Notes
Garnet walks IN.

Slugging
0.12

Scene	Panel
137	CONT 4

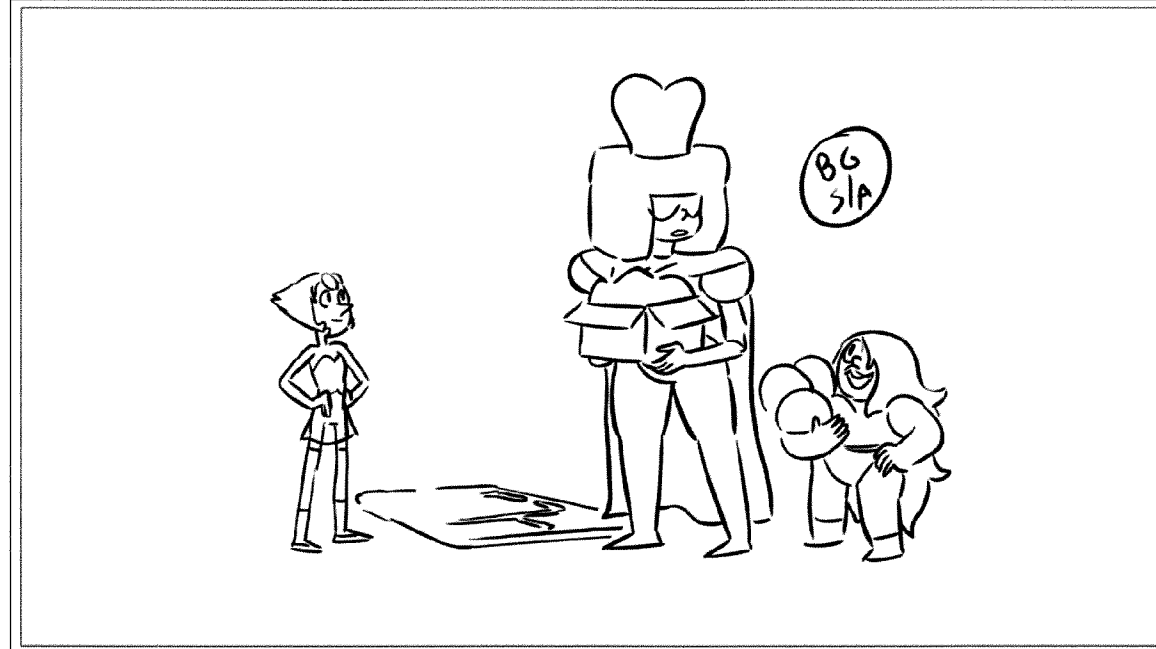


Dialogue
AMETHYST: You don't have to keep wearing that stuff.

Slugging
3.09

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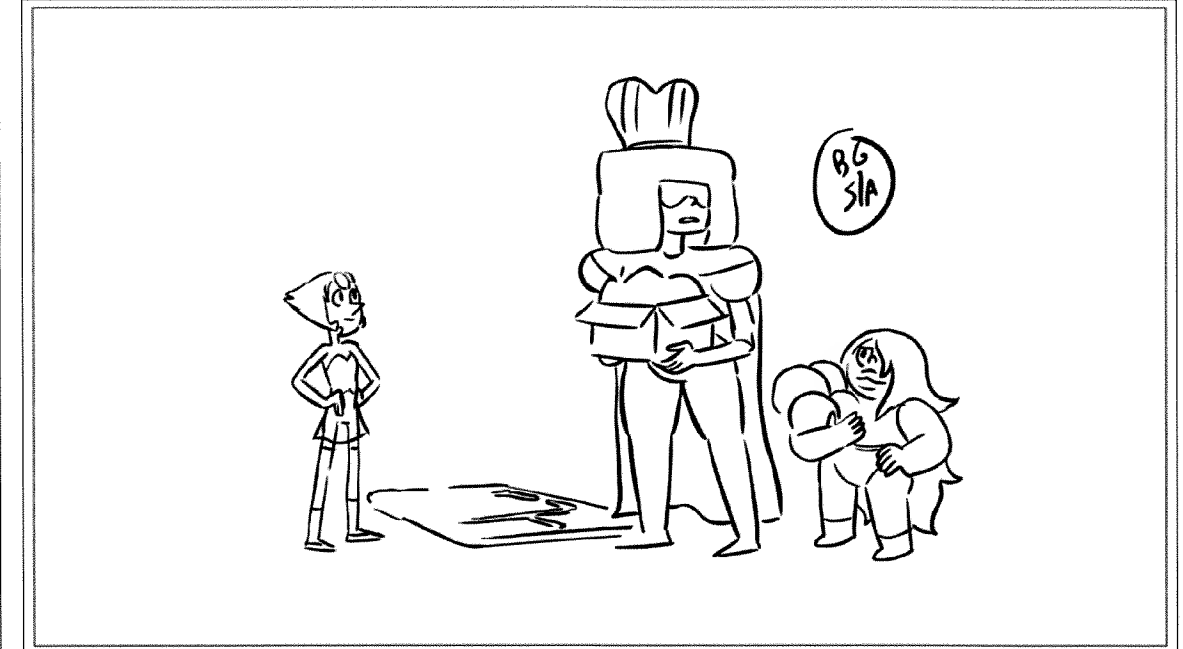
Scene	Panel
137	CONT 5



Dialogue
GARNET: It makes me feel...

Slugging
Panels 5 + 6 = 4.02

Scene	Panel
137	CONT 6



Dialogue
GARNET: important.

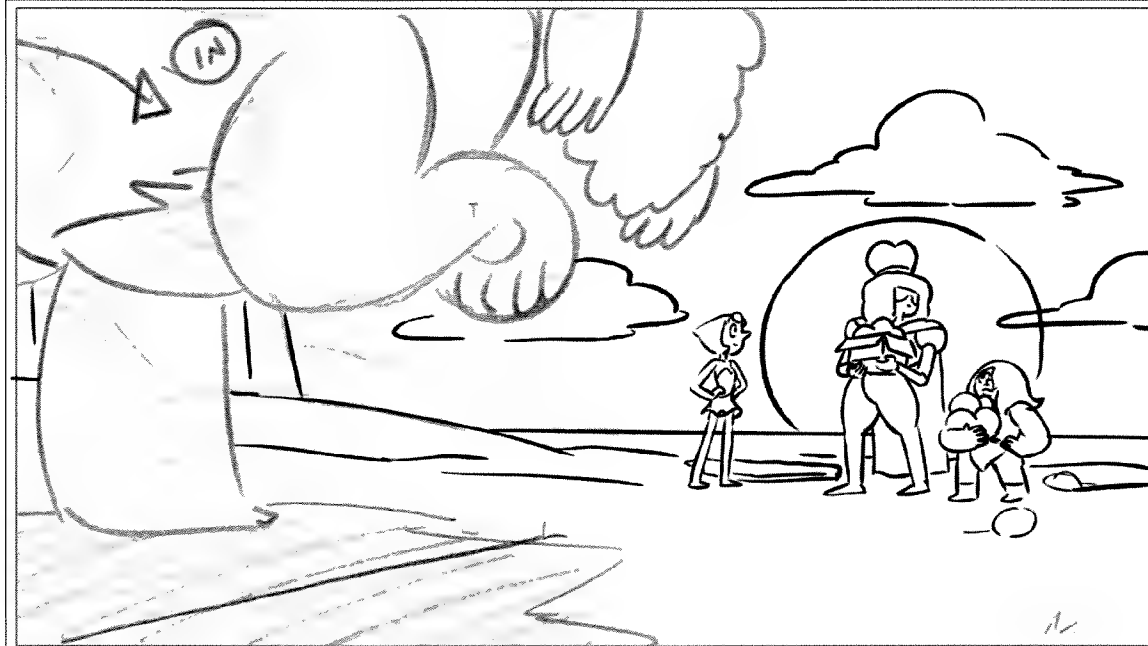
JUL 19 2013

1020.014

1020.014

1020.014

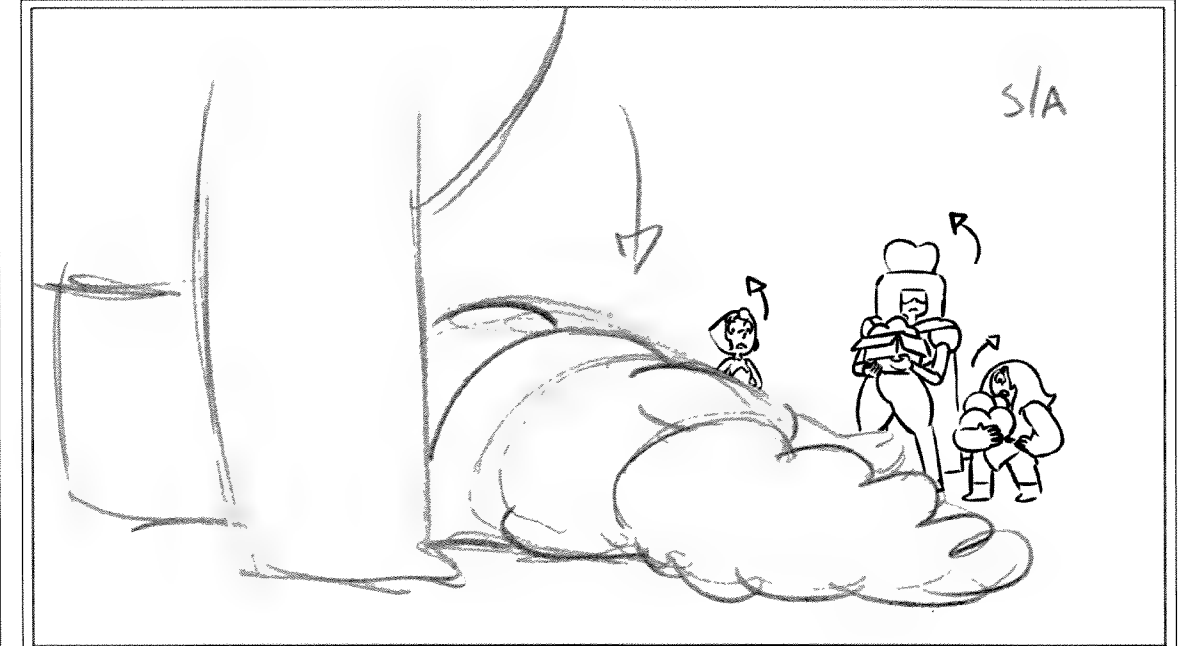
Scene	Panel
138	1



Action Notes
Lion IN.

Slugging
0.08

Scene	Panel
138	2

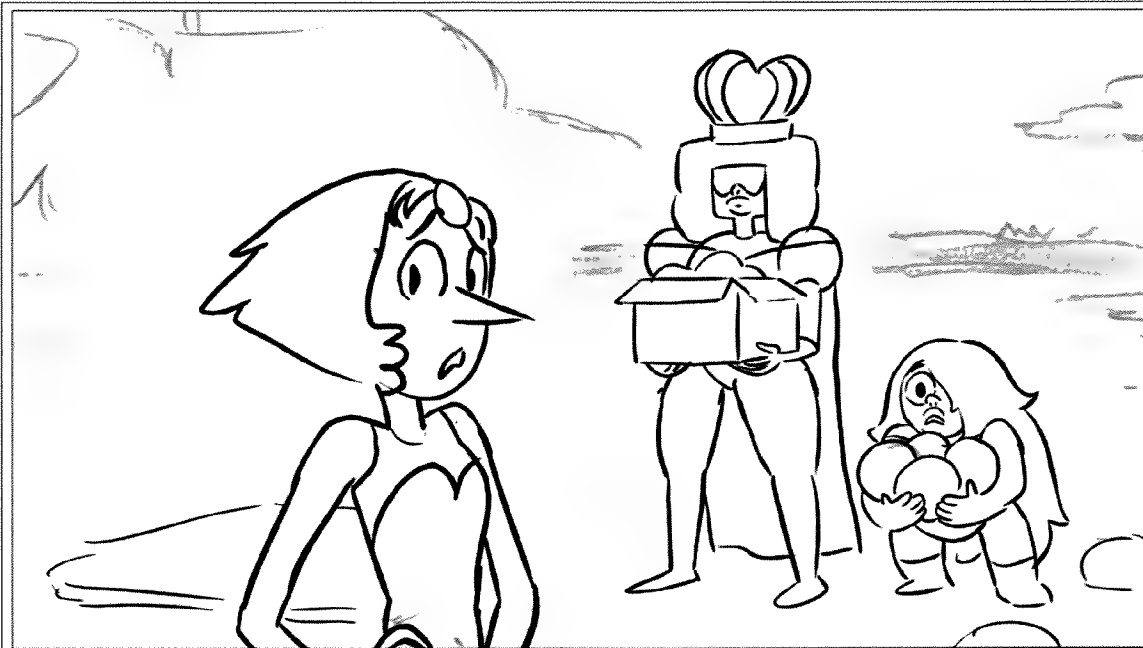


Action Notes
Lion drops Steven - Steven falls to the ground.

Slugging
1.04

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Scene	Panel
139	1



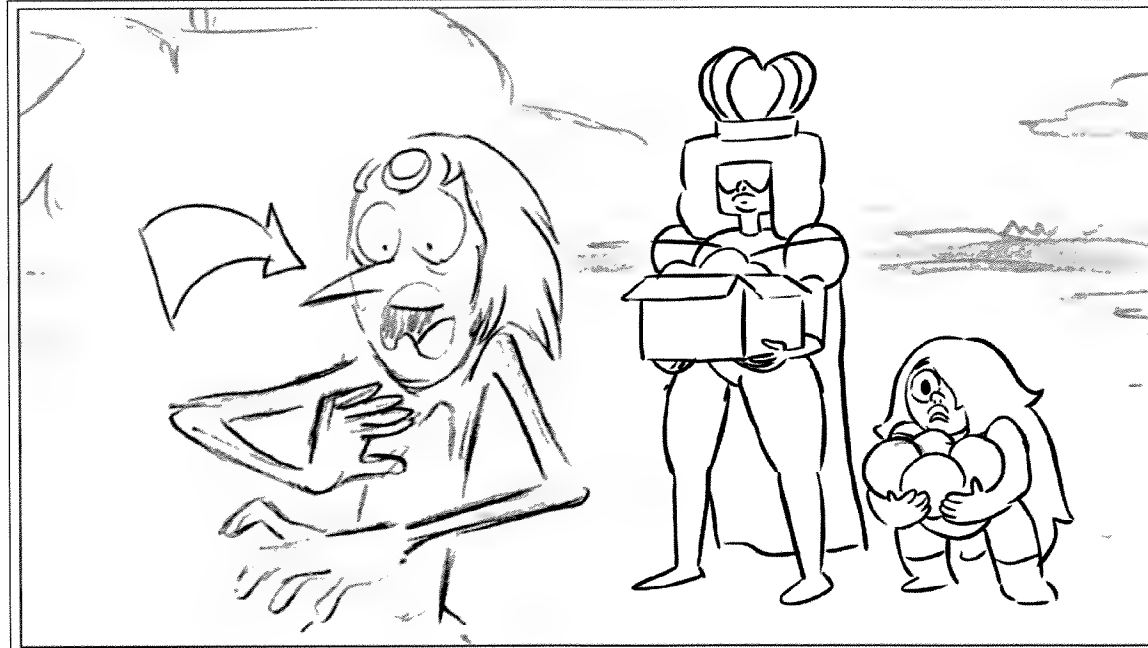
Dialogue
PEARL: STEVEN!!

Action Notes
Pearl jumps back in fear.

Slugging
Panels 1 + 2 =1.09

Notes
Needs -SP-

Scene	Panel
139	2



Dialogue
PEARL: STEVEN!!

Action Notes
Pearl jumps back in fear.

Notes
Needs -SP-

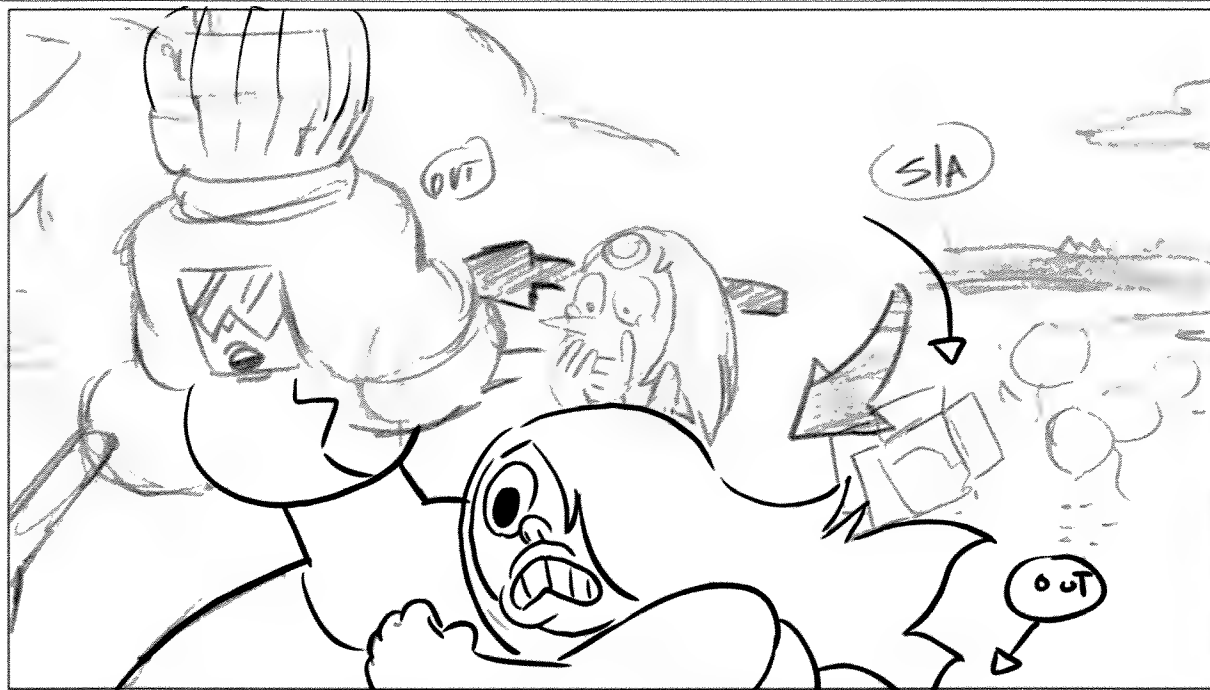
JUL 19 2013

1020.014

1020.014

1020.014

Scene 139 Panel 3
CONT



Action Notes

Garnet and Amethyst run forward - OUT - past Pearl.

Slugging

0.14

Notes

BG needs to be corrected if the camera move is no longer here.

Scene 139 Panel 4
CONT



Slugging

0.12

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1020.014

1020.014

1020.014

1020-014



Scene	Panel
139	<i>cont</i> 5
	
Dialogue PEARL: What's wrong with him?	
Slugging 1.11	

Scene	Panel
140	1
	
Dialogue AMETHYST: He's ok! He's just really, really, really,	
Action Notes Amethyst cradles Steven.	
Slugging 4.04	

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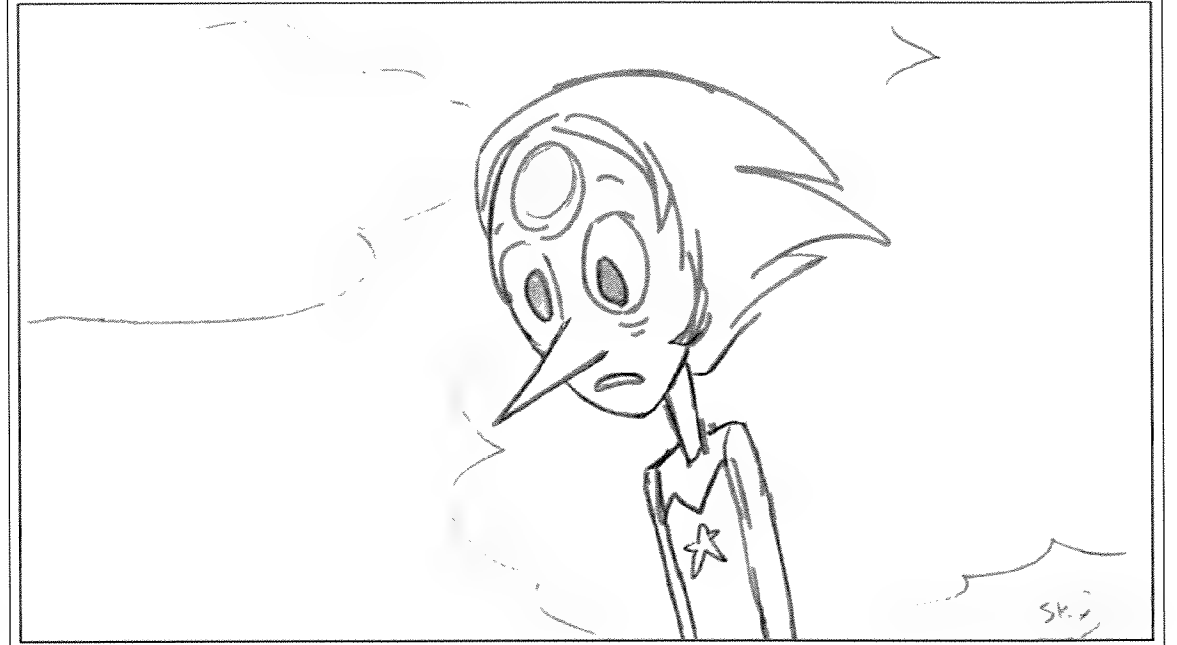
Scene	Panel
140	2



Dialogue
AMETHYST: really, OLD

Slugging
1.11

Scene	Panel
141	1



Action Notes
Pearl stares in disbelief.

Slugging
1.02

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Scene	Panel
141	2



Dialogue
PEARL: Gems can't die from aging,

Slugging
2.15

Scene	Panel
141	3



Dialogue
PEARL: But he's half human...

Slugging
2.14

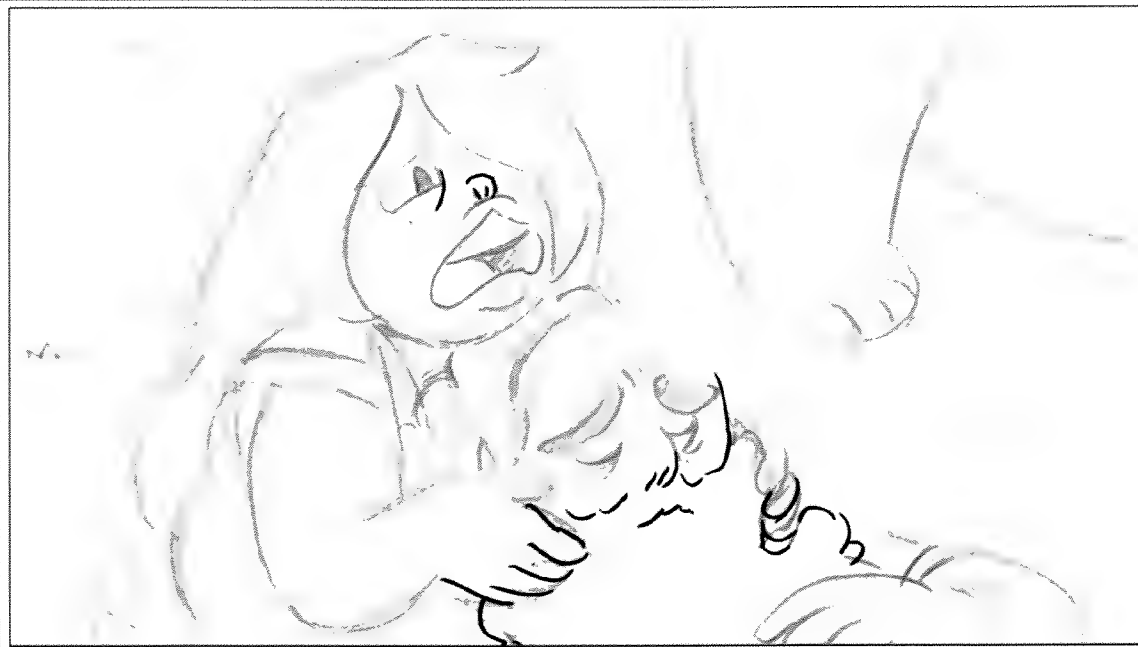
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1020.014

Scene	Panel
142	1



Dialogue
AMETHYST: Can't we fix him?

Action Notes
Amethyst pleads.

Slugging
2.06

Scene	Panel
142	2

CONT



Dialogue
STEVEN: My...

Action Notes
Steven slowly responds with a shaking hand UP.

Slugging
0.10

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Scene	Panel
142	<i>CONT</i>



Dialogue
STEVEN: birthday suit... might help...

Action Notes
Amethyst looks.

Slugging
4.00

Scene	Panel
142	<i>cont</i>

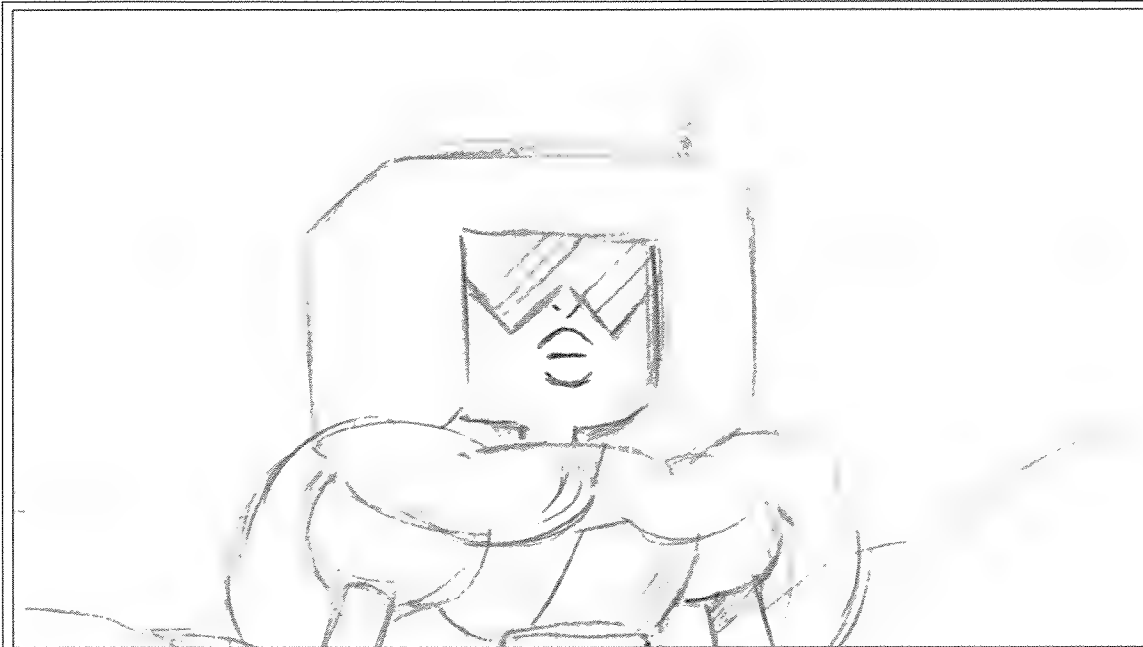


Action Notes
They look to O/S Garnet.

Slugging
1.00

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Scene	Panel
143	1



Action Notes

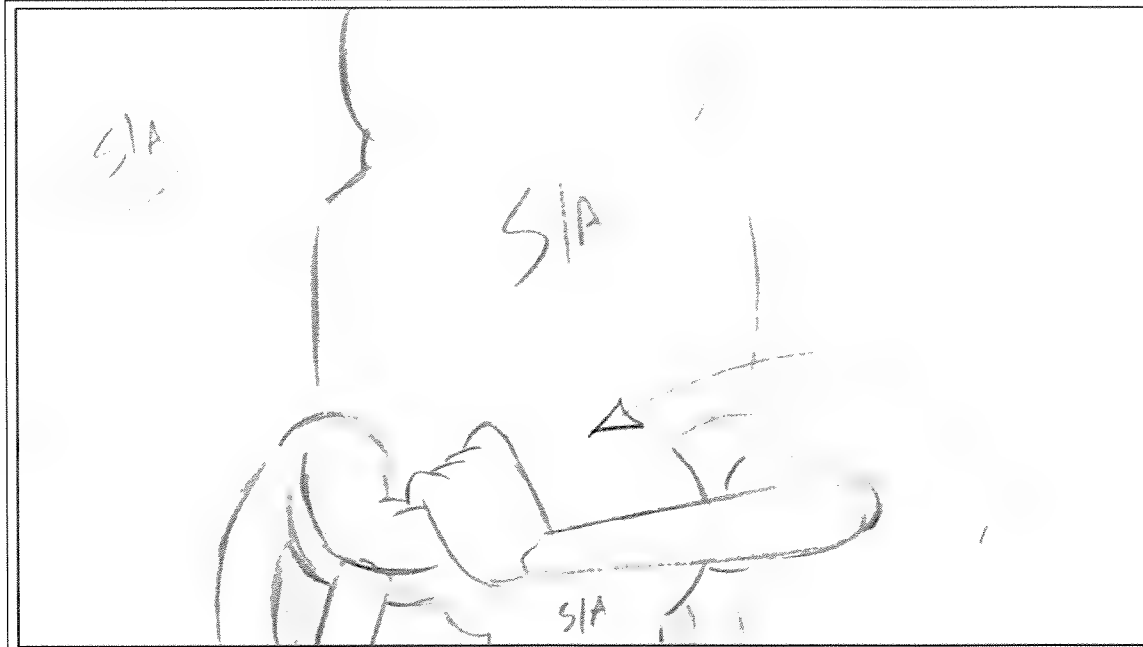
Garnet IN crown and cape.

Slugging

1.01

Scene	Panel
143	2

cont



Action Notes

She reaches up / grabs cape.

Slugging

0.04

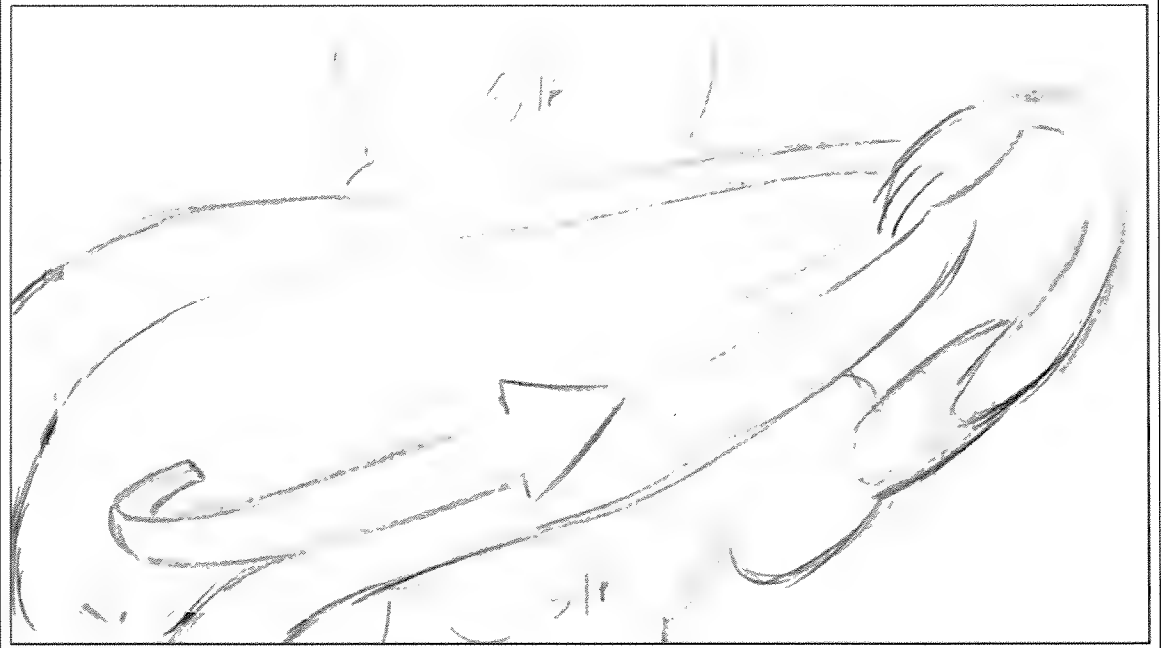
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1020.014

1020.014

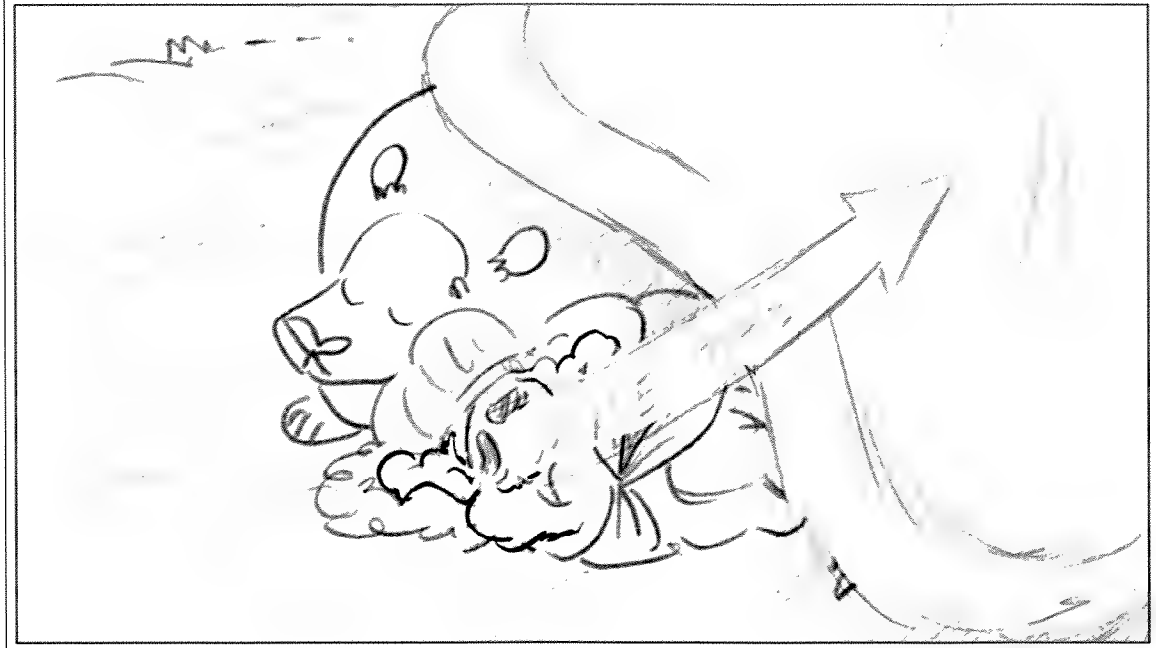
Scene	Panel
143	3



Action Notes
Pulls it off (Fast). And it wipes the scene to the next scene.

Slugging
0.04

Scene	Panel
144	1



Dialogue
AMETHYST: Right?

Action Notes
Cap wipe to scene.

Slugging
0.04

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1020-014

Scene	Panel
144	2



Dialogue
AMETHYST (os): Good as new! Right?

Slugging
4.03

Scene	Panel
144	3



Dialogue
STEVEN: Thanks, guys. But I guess this suit's all out of birthday magic.

Slugging
8.04

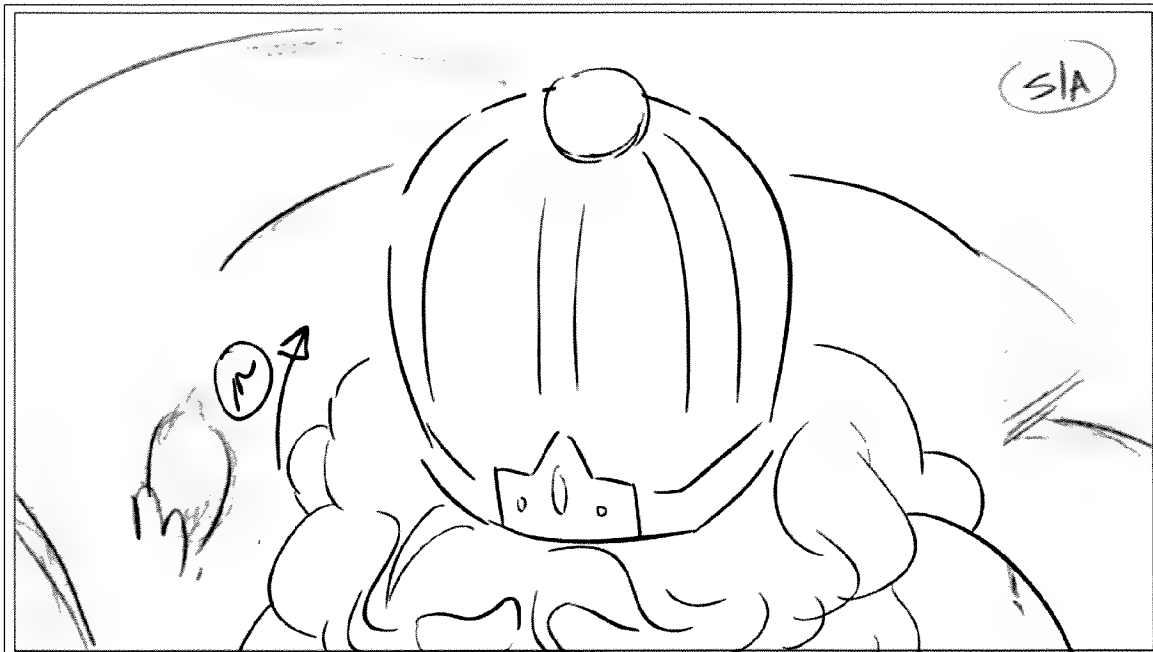
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1020.014

1020.014

Scene	Panel
145	1



Dialogue
STEVEN: We had a good run...

Action Notes
Steven sits up IN from off screen bottom.

Slugging
Panels 1 + 2 = 2.03

Notes
H.U. STEVEN to previous

Scene	Panel
145	2



Dialogue
STEVEN: We had a good run...

Action Notes
Steven sits up IN from off screen bottom.

Notes
H.U. STEVEN to previous

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1020.014

1020.014



Scene	Panel
145	CONT 3



Dialogue
STEVEN: huh?

Action Notes
Steven with tired expression and dialogue.

Slugging
1.15

Scene	Panel
145	CONT 4



Dialogue
STEVEN: WHEEZE!

Slugging
3.08

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1020.014

Scene 145 Panel 5



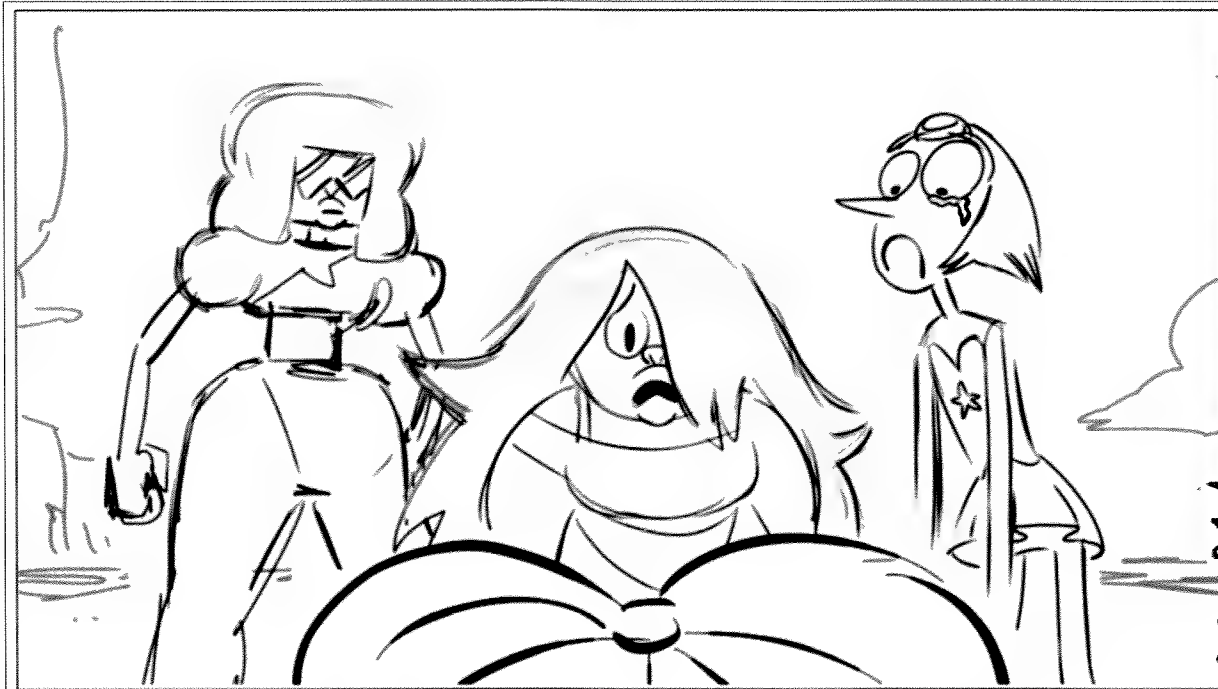
Action Notes

Hair settle, mouth shuts.

Slugging

0.04

Scene 146 Panel 1



Slugging

0.11

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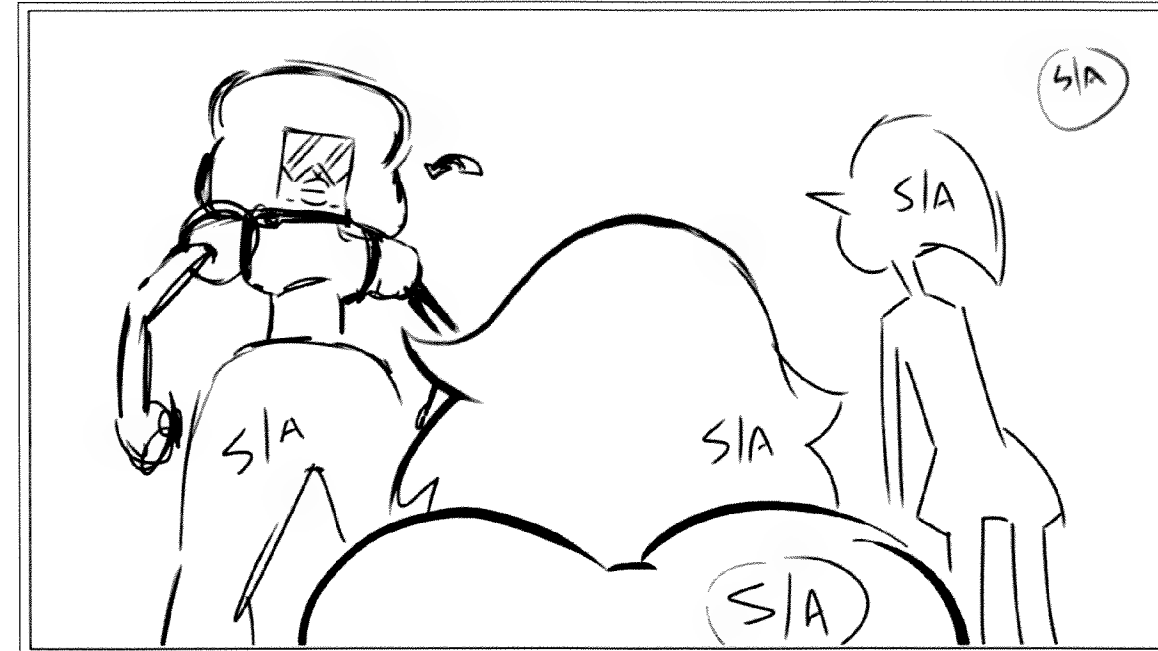
Scene	Panel
146	CONT 2



Dialogue
GARNET: (Deep breath in and out)

Slugging
1.02

Scene	Panel
146	CONT 3



Action Notes
Garnet stands up straight.

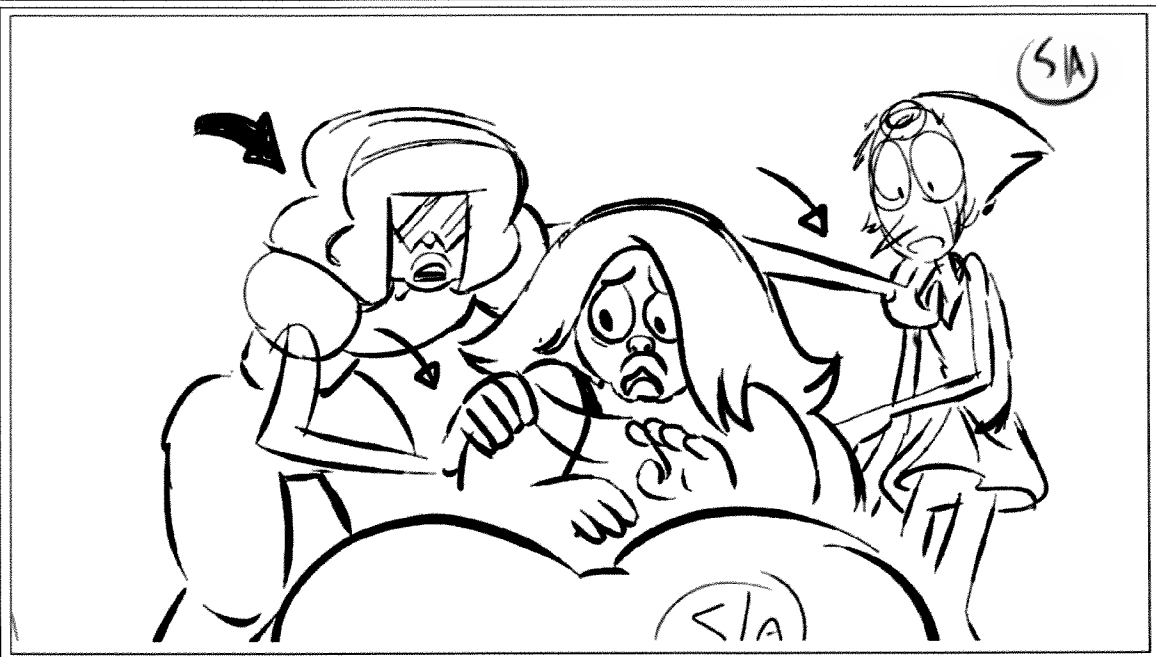
Slugging
1.02

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1020.014

Scene	Panel
146	cont
	4



Dialogue

GARNET: More birthdays.... NOW.

Action Notes

Garnet grabs Pearl and Amethyst.

Slugging

1.08

Scene	Panel
146	cont
	5



Action Notes

Garnet drags Pearl and Amethyst OUT of the scene.

Slugging

0.08

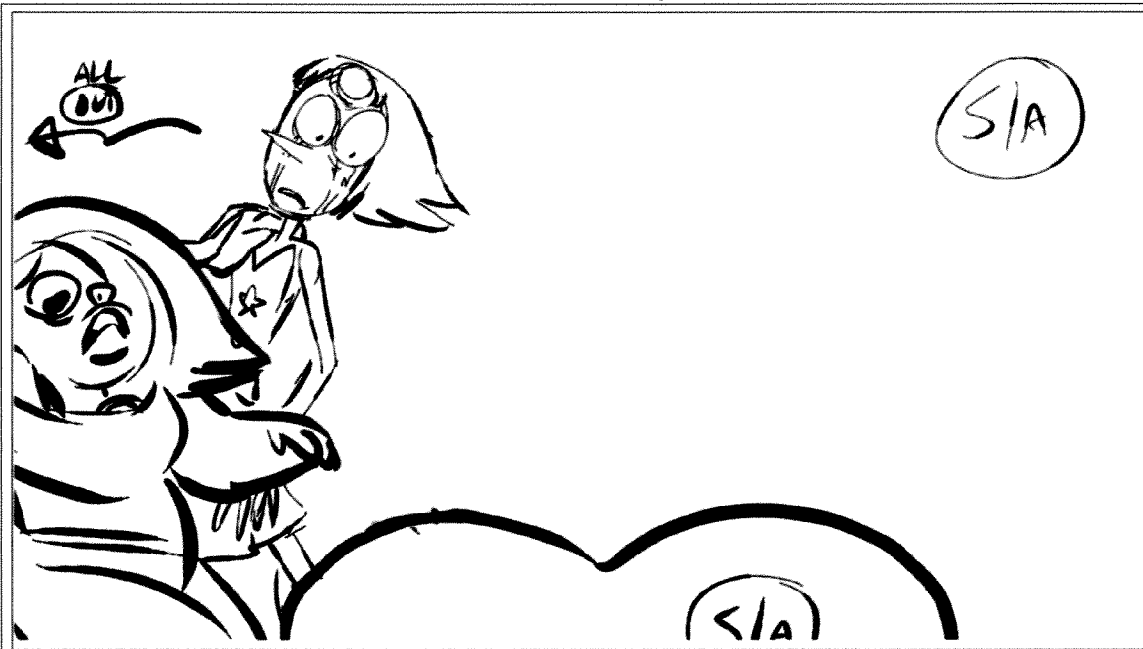
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1020.014

1020.014

Scene	Panel
146	<i>CONT</i> 6



Slugging
0.12

Scene	Panel
147	1



Slugging
1.02

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1020.014

Scene	Panel
147	2

CONT



Dialogue
AMETHYST (os): Check it out b-day boy!

Action Notes
Withered Steven looks up.
Lion looks up.

Slugging
2.10

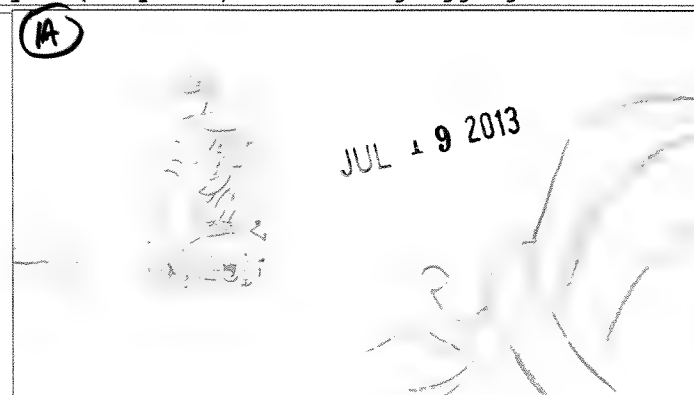
Scene	Panel
148	1



Dialogue
AMETHYST: I'm a tiny car!

Action Notes
Garnet is riding Amethyst (tiny car) around zigzagging.

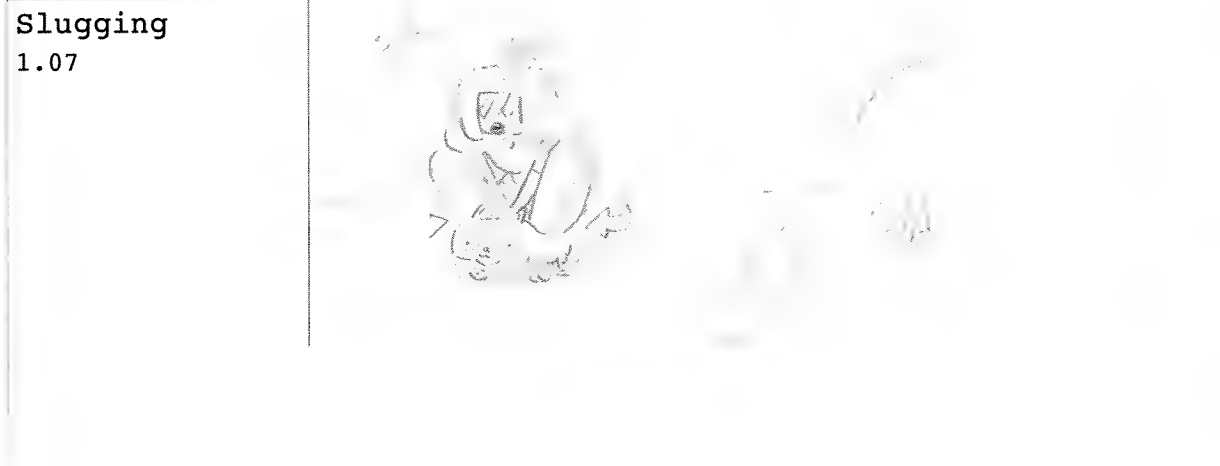
Slugging
3.00



Scene 148 Panel 2
cont



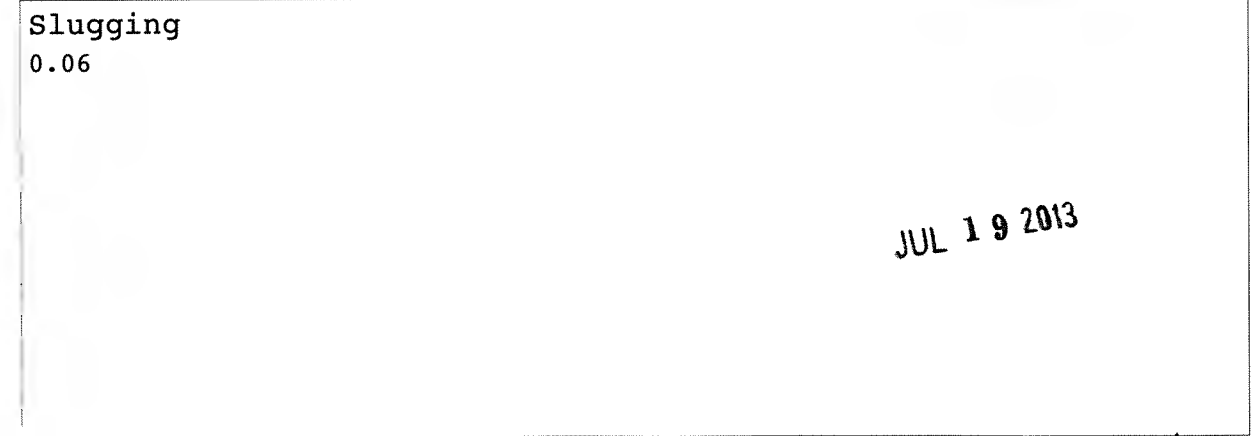
Dialogue *2B*
GARNET: Beep Beep.



Scene 148 Panel 3
cont



Action Notes
Amethyst quickly transforms back to normal - Garnet plops down ontop of Amethyst.



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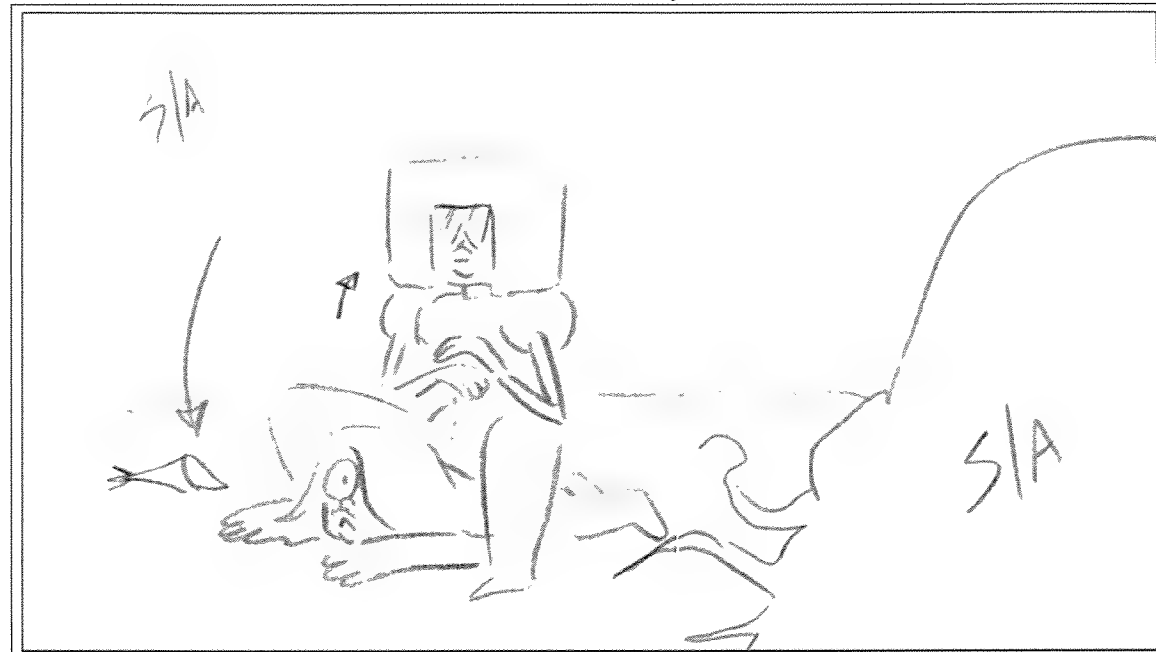
1020.014

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1020.014

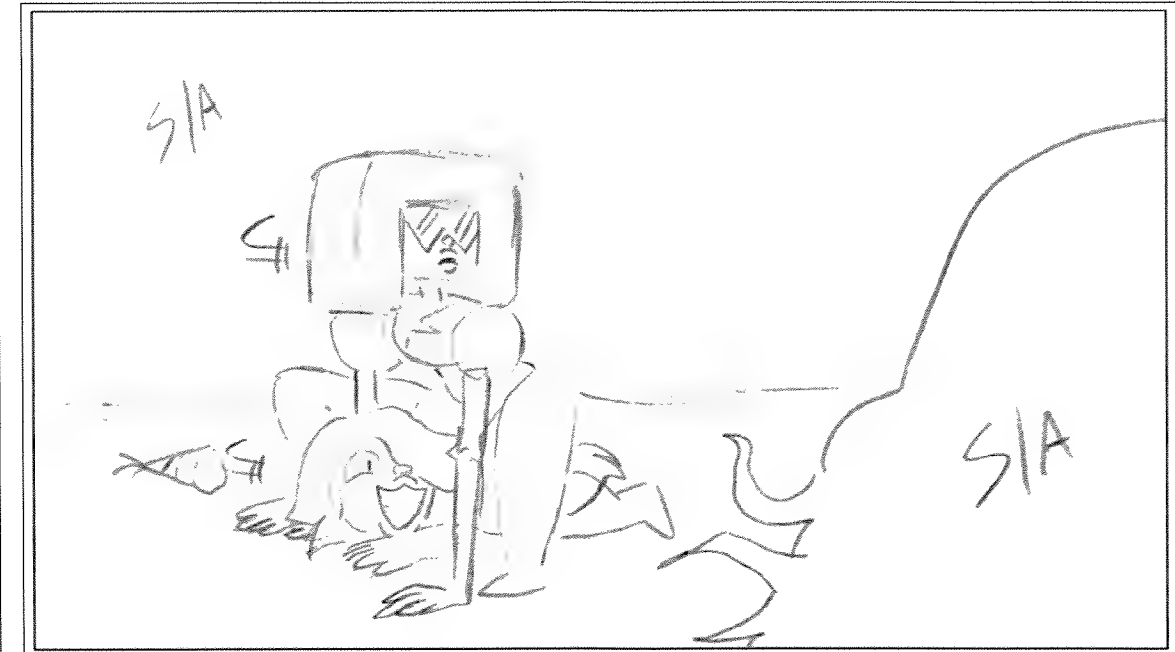


Scene	Panel
148	CONT 4



Slugging
0.14

Scene	Panel
148	CONT 5



Action Notes
Garnet and Amethyst look at Steven in hope for a reaction.

Slugging
1.08

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1020.014



Scene	Panel
149	1



Dialogue
STEVEN: Kids...

Action Notes
Steven is leaning against Lion.

Slugging
2.06

Scene	Panel
149	2



Dialogue
STEVEN: Stuff...

Action Notes
Steven glows and his hair grows longer / ages more.

Slugging
2.01

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1020.014

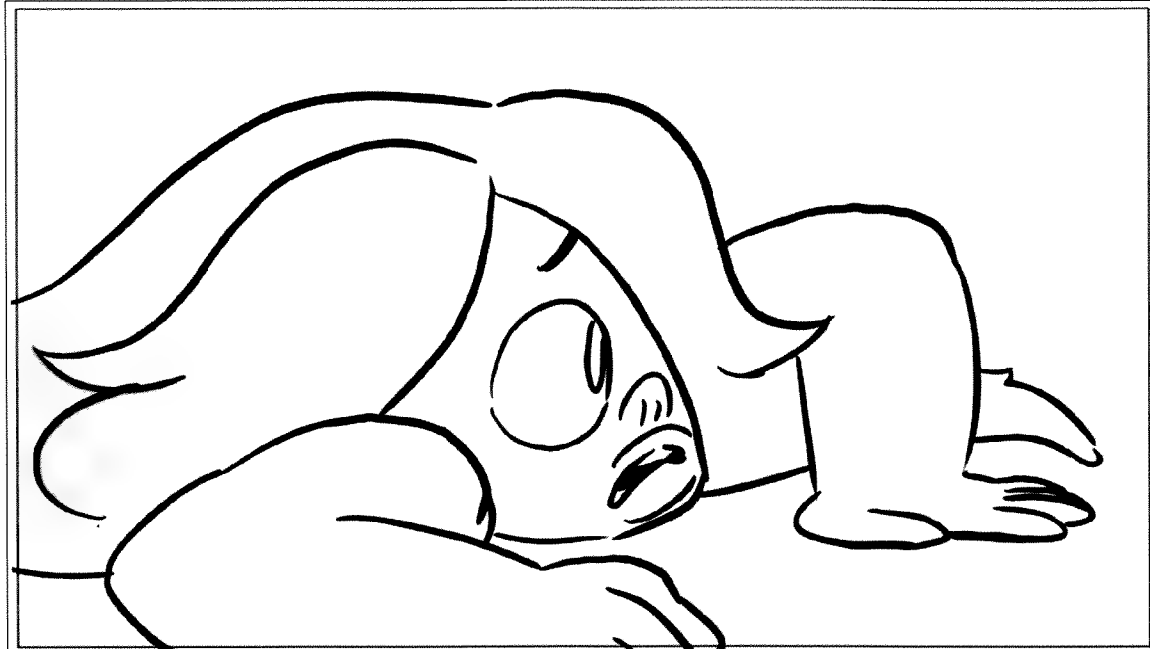
1020.014

Scene	Panel
149	<i>CONT</i> 3



Slugging
0.11

Scene	Panel
150	1



Slugging
0.14

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1020.014

1020.014

Scene	Panel
150	2



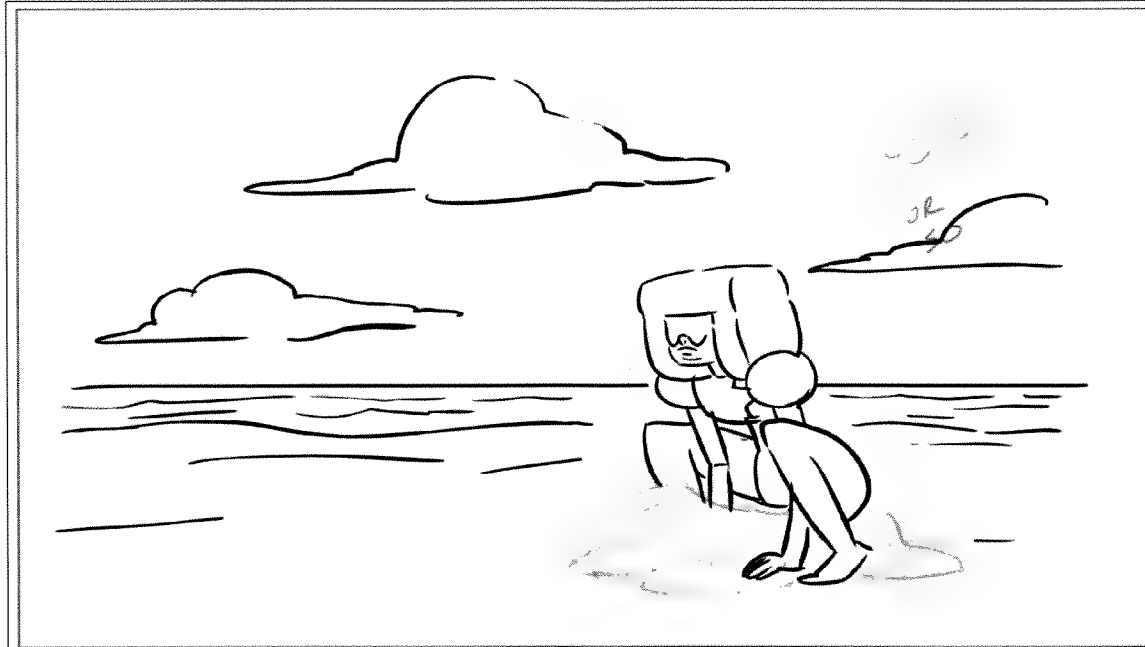
Action Notes

Amethyst glows / begins to morph.

Slugging

0.11

Scene	Panel
151	1



Slugging

0.04

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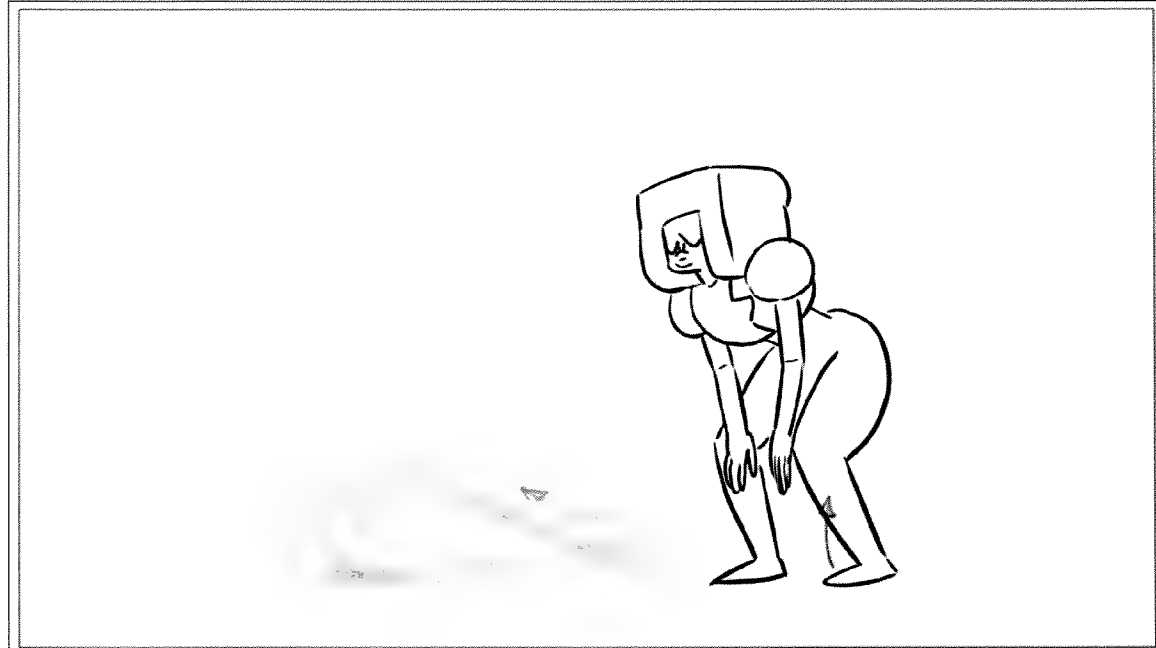
1020.014

1020.014

1020.014

Scene	Panel
151	2

CONT



Action Notes

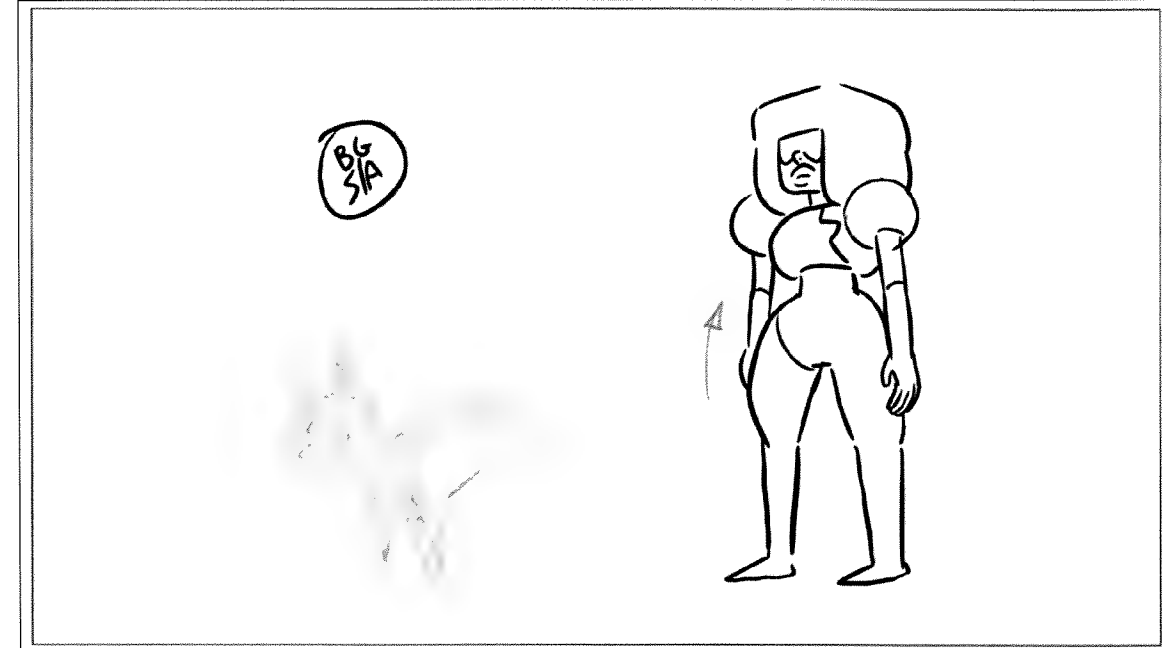
Garnet stands up.
Amethyst morphs and moves screen left.

Slugging

0.04

Scene	Panel
151	3

CONT



Action Notes

Amethyst morphs into a pinata.

Slugging

0.08

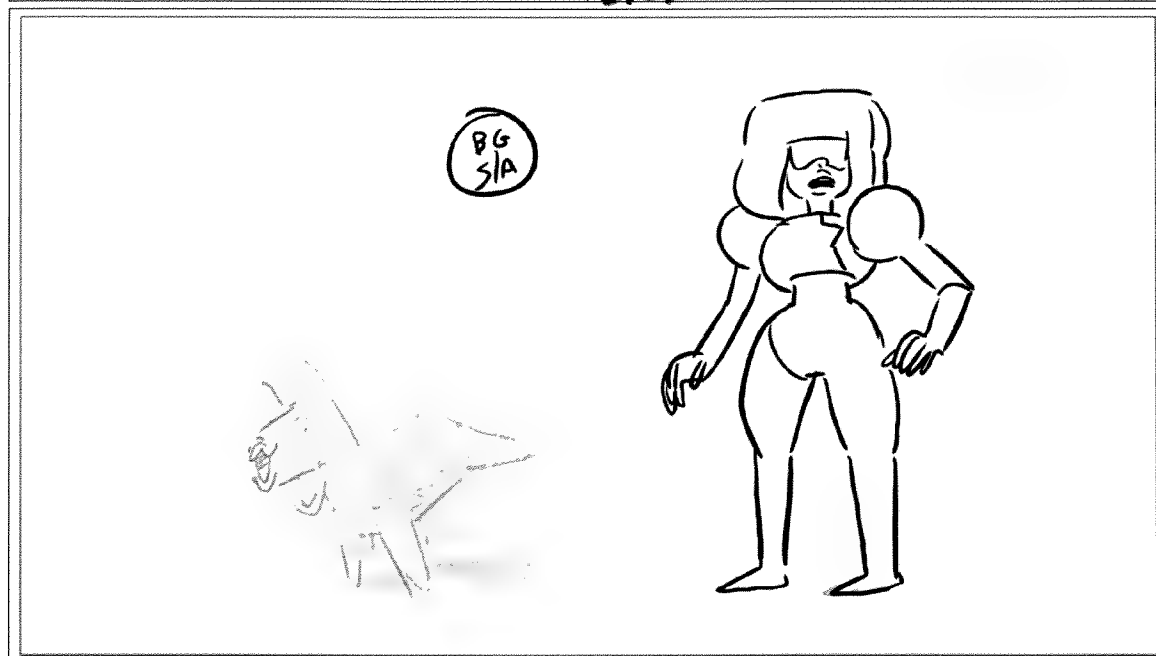
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1020.014

1020.014

Scene	Panel
151	4

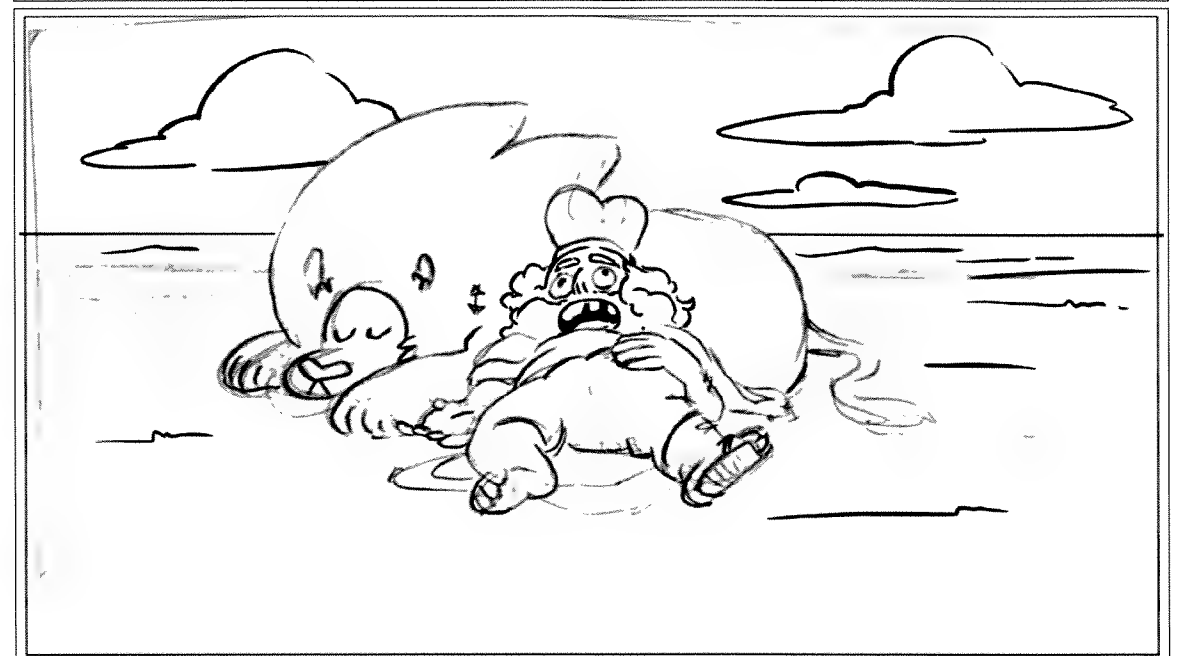


Dialogue
AMETHYST: Pinata time!

Action Notes
Garnet looks at Steven (os) for a reaction.

Slugging
2.10

Scene	Panel
152	1



Dialogue
STEVEN (noise): Rarragh!

Action Notes
STEVEN is breathing heavily, chest rises and falls

Slugging
1.00

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Scene	Panel
152	2

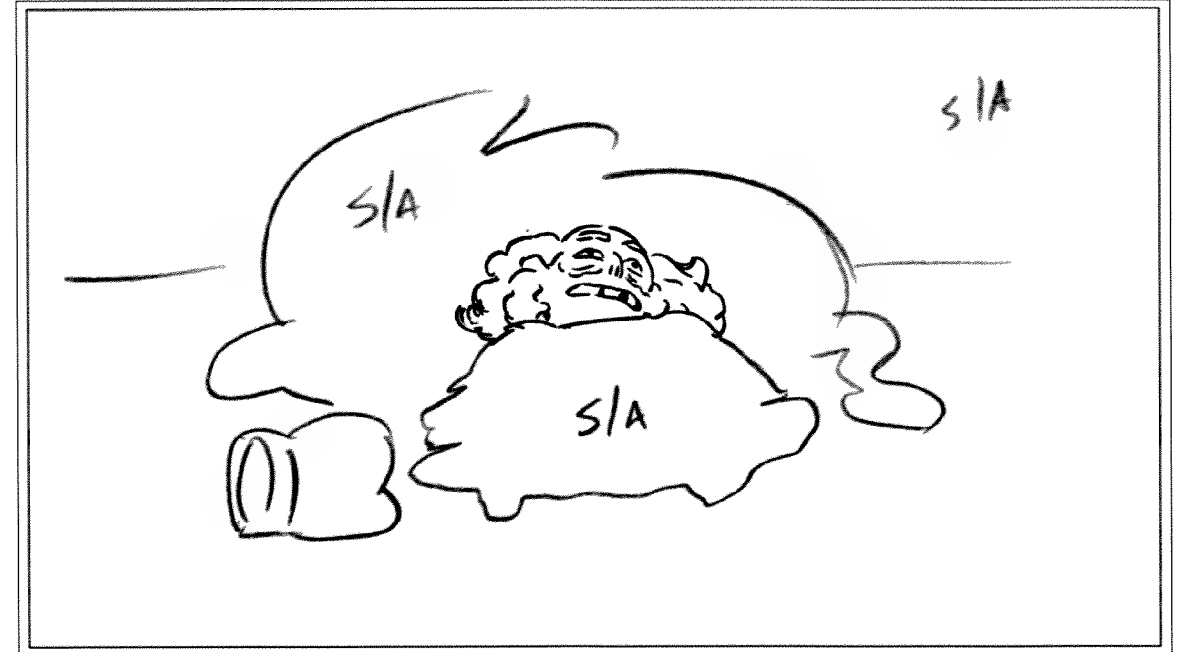


Dialogue
STEVEN: Rarragh!

Action Notes
The crown falls off Steven's head.

Slugging
2.01

Scene	Panel
152	3



Slugging
0.11

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1020.014

Scene	Panel
153	1



Action Notes
Amethyst morphs UP.

Slugging
0.09

Scene	Panel
153	2 <i>CONT</i>



Dialogue
GARNET: It's not working!

Slugging
2.00

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1020.014

1020.014

Scene	Panel
153	CONT 3



Dialogue
AMETHYST: Pearl!

Action Notes
Amethyst turns to run.

Slugging
1.00

Scene	Panel
153	CONT 4



Action Notes
Amethyst OUT.

Slugging
0.04

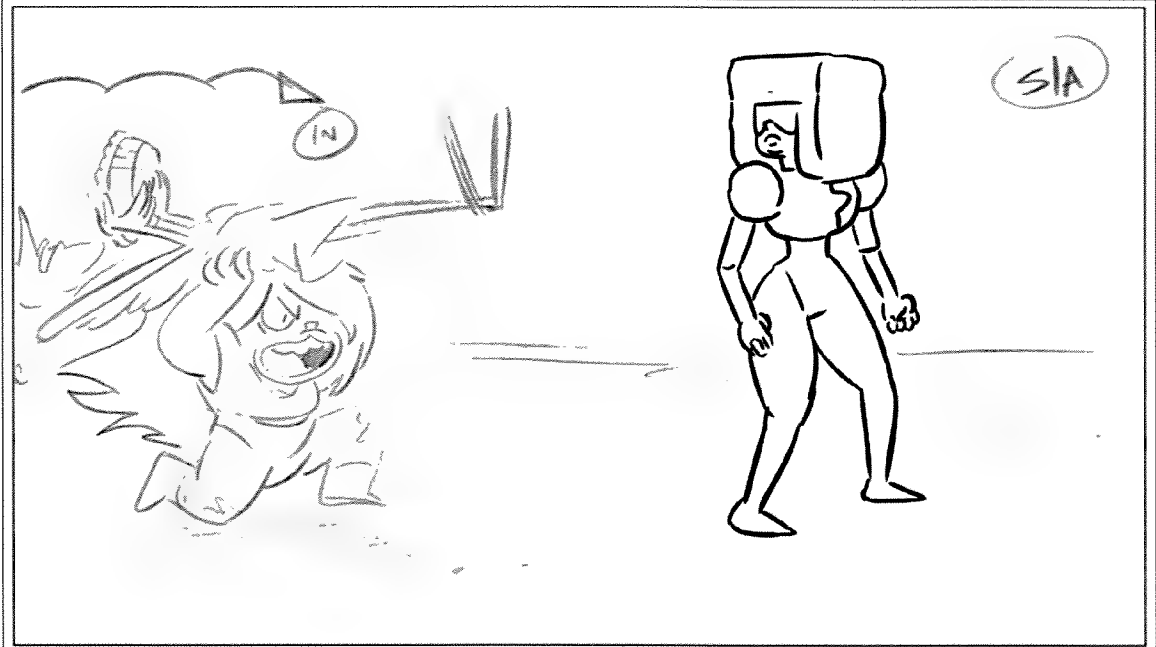
JUL 19 2013

1020.014

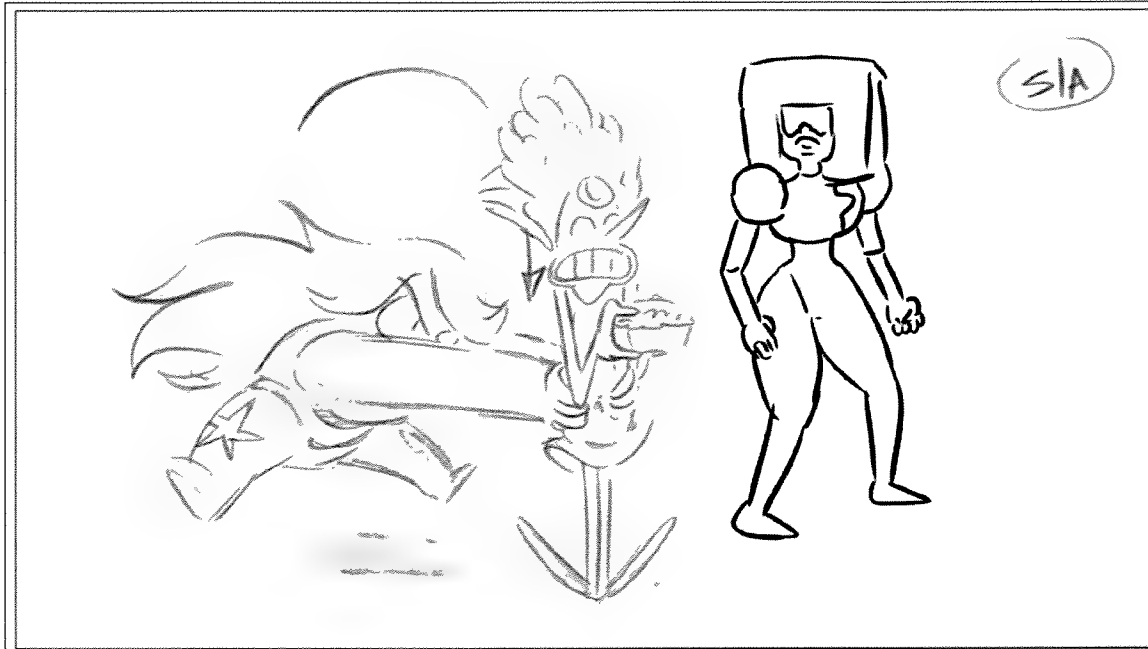
1020.014

1020.014

Scene	Panel
153	<i>CONT</i> 5
	
Dialogue AMETHYST (os): Get over here!	
PEARL (os): I can't!	
Action Notes Garnet turns to look towards Amethyst O/S.	
Slugging 2.08	

Scene	Panel
154	1
	
Dialogue AMETHYST: For Steven!	
Action Notes Amethyst running IN with Pearl above her head.	
Slugging 2.11	
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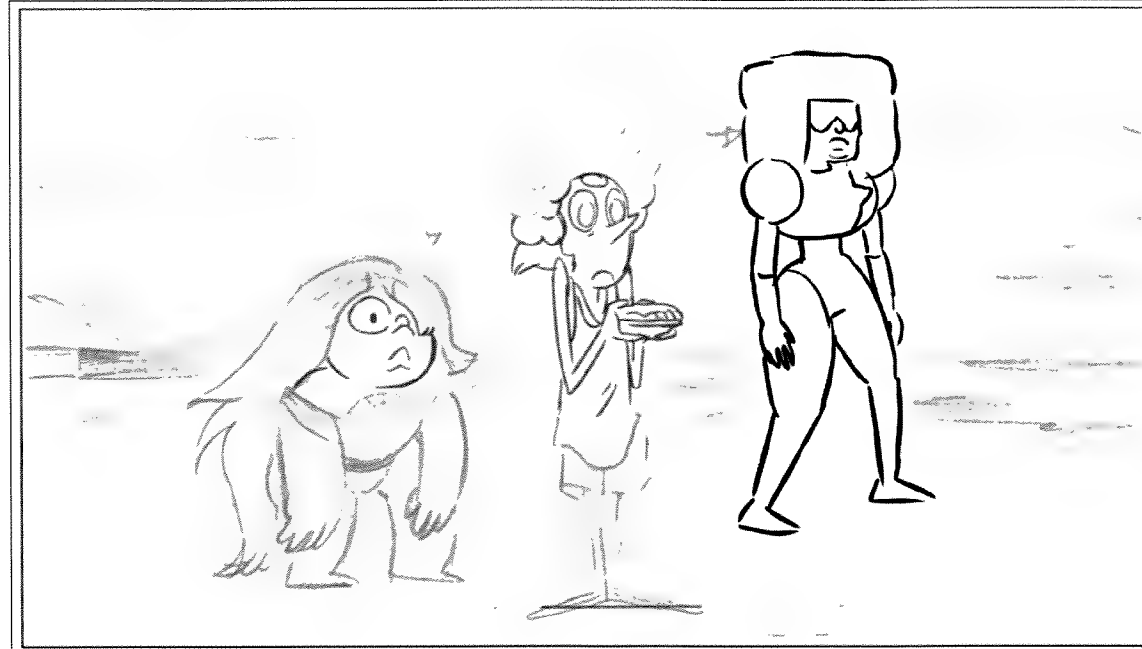
Scene	Panel
154	<i>CONT</i> 2



Action Notes
Amethyst thrust Pearl down / Pearl dressed as clown / Grey and holding pie.

Slugging
0.12

Scene	Panel
154	<i>CONT</i> 3



Action Notes
Everyone looks at Steven O/S in hope for a reaction.

Slugging
2.02

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Scene	Panel
155	1



Dialogue
STEVEN: (Labored breathing)

Slugging
Panels 1 to 3 = 4.13

Scene	Panel
155	2



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1020.014

1020.014

Scene	Panel
155	CONT 3



Dialogue

PEARL: Oh look... I have what...

Action Notes

Pearl IN - hands/pie shaking.

Scene	Panel
155	CONT 4



Dialogue

PEARL: What appears to be...

Action Notes

Hands/pie shaking.

Slugging

2.02

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1020.014

1020.014

Scene	Panel
156	1



Dialogue
 STEVEN: (heavy breathing)
 Pearl (os): A delicious pie...!

Action Notes
 Steven breathing 1 - 1A - 1 - 1A

Slugging
 Panels 1 + 2 x 2.5 = 1.07
 Total cycle frames: 3.14

Scene	Panel
156	2



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1020-014

Scene	Panel
157	1



Dialogue

PEARL: I sincerely hope that...

Action Notes

Hands/pie shaking.
Pearl crying a lot.

Slugging

2.15

Scene	Panel
157	2

CONT



Dialogue

PEARL: ...nothing happens to...

Action Notes

Pearl slowly lowers the pie.

Slugging

3.02

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1020.014

Scene	Panel
157	cont 3



Slugging
1.03

Scene	Panel
157	cont 4



Action Notes
Pearl crying hard.

Slugging
0.12

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1020.014

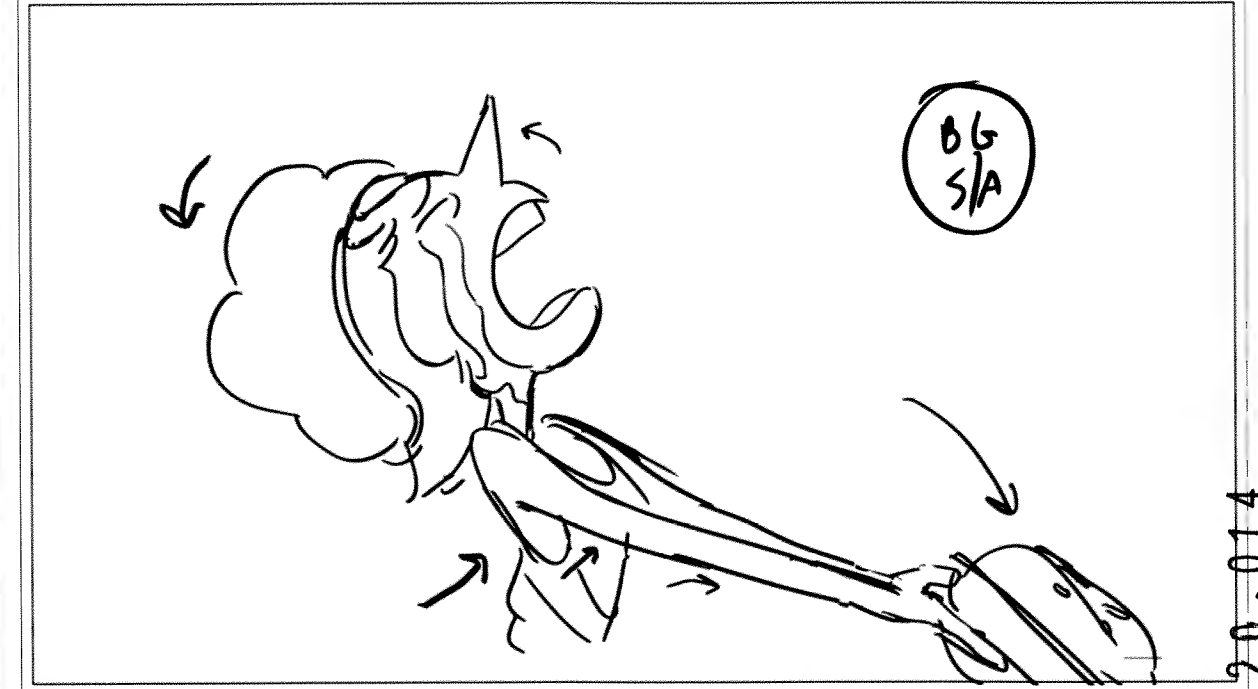
Scene 157 Panel 5
CONT



Dialogue
PEARL: Oh...

Slugging
0.12

Scene 157 Panel 6
CONT



Dialogue
PEARL: STEVEN!!

Slugging
0.06

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1020.014

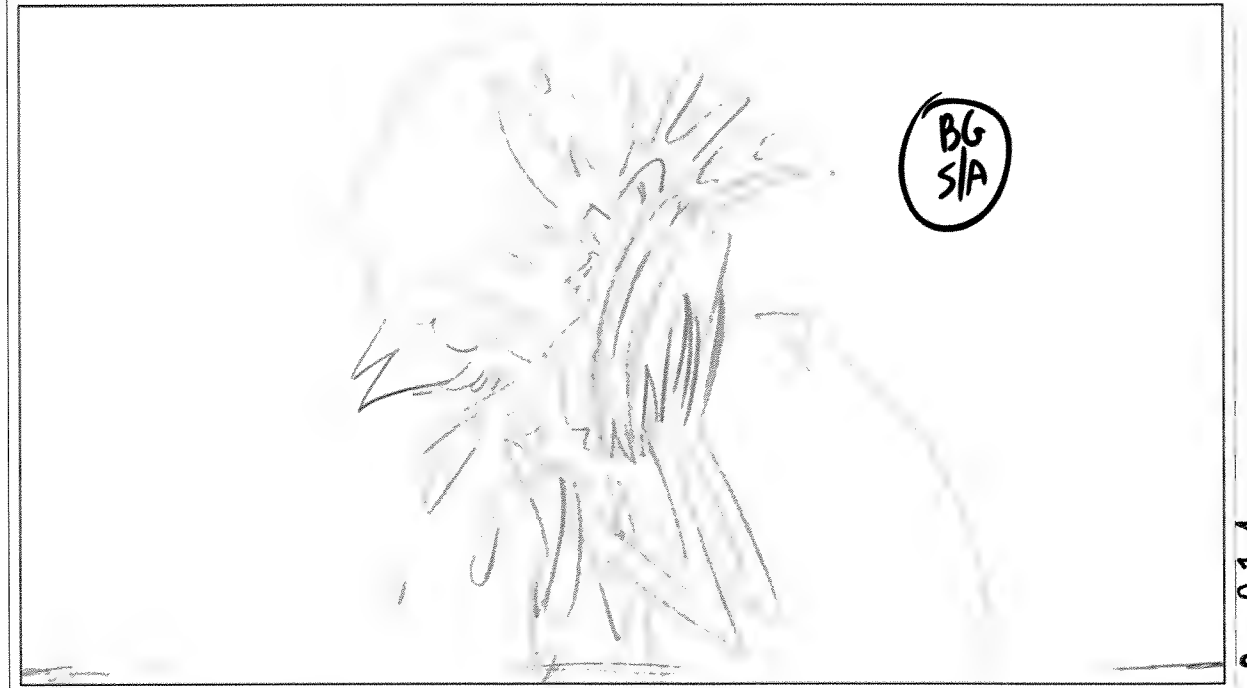
Scene Panel
157 *CONT* 7



Dialogue
PEARL: STEVEN!!

Slugging
0.07

Scene Panel
157 *CONT* 8



Action Notes
Pearl slams pie into her face.

Slugging
0.04

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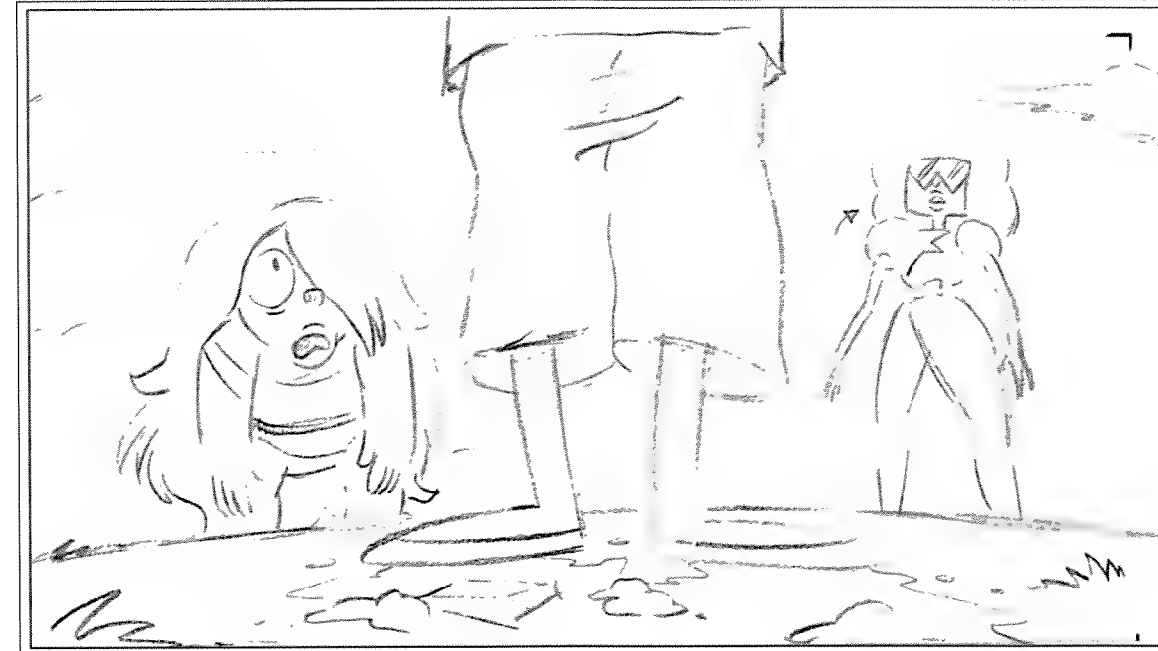
1020.014

Scene	Panel
157	9



Slugging
1.01

Scene	Panel
158	1



Action Notes
Hold on Amethyst and Garnet (stunned).

Slugging
2.00

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1020.014

Scene	Panel
158	2



Dialogue
AMETHYST: Are you trying to kill him faster??

Slugging
3.02

Scene	Panel
159	1



Action Notes
Hold on Pearl really upset.

Slugging
1.08

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1020.014

Scene	Panel
159	<i>CONT</i> 2



Action Notes
Pie is dripping from Pearl's nose.

Slugging
0.06

Scene	Panel
159	<i>CONT</i> 3



Slugging
0.04

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Scene	Panel
159	<i>CONT</i>
	4



Slugging
0.12

Scene	Panel
159	<i>CONT</i>
	5



Action Notes
Do NOT hold pose.

Slugging
Panels 5 + 6 = 0.04

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1020.014

Scene

Panel

159.

cont

6



Action Notes

Do NOT hold pose.

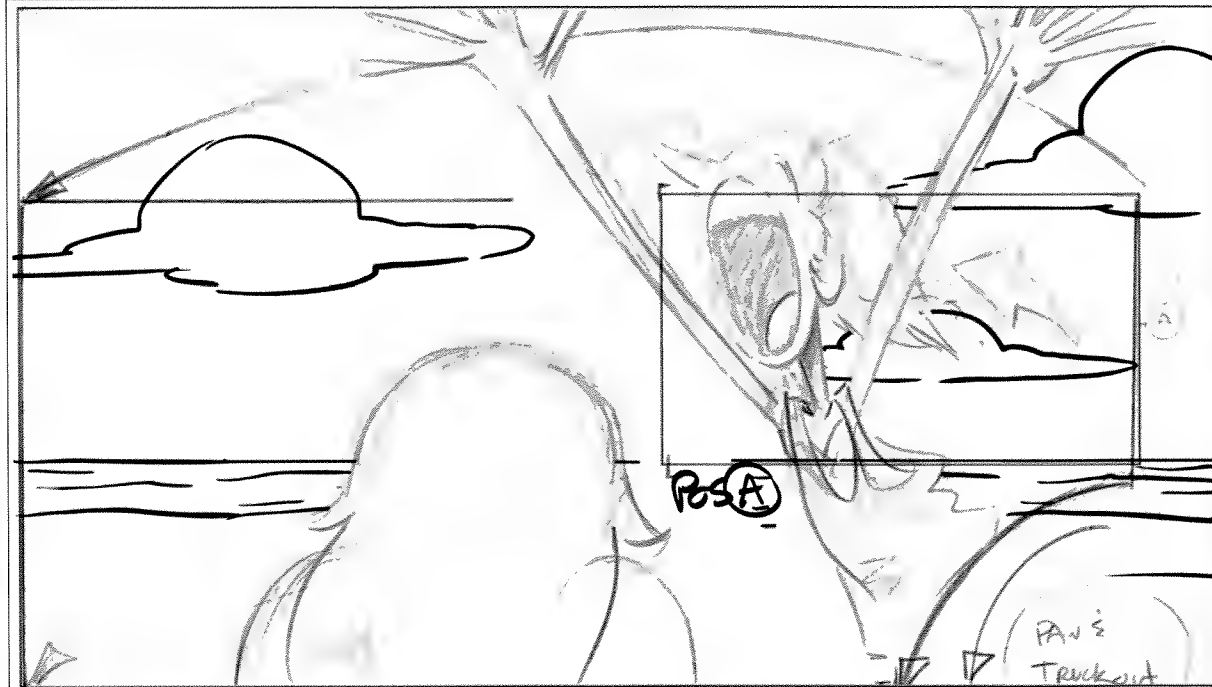
Scene

Panel

159

9-0007

7



Dialogue

PEARL: (Wails)

Action Notes

Camera ADJ - following Pearls jump forward.

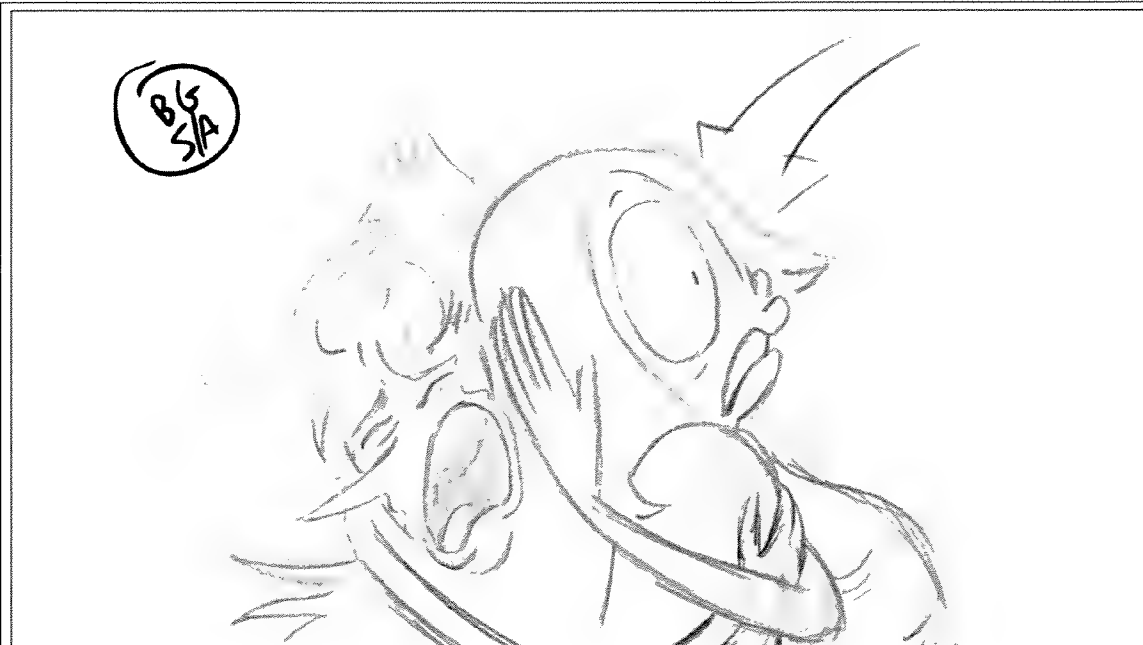
Slugging

ADJ: 0.08

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Scene	Panel
159	<i>cont</i>
	8



Dialogue

PEARL: (continues sobbing)

Slugging	1.08
----------	------

Scene	Panel
159	<i>cont</i> 9



Dialogue
AMETHYST: PEARL!

Slugging

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Scene	Panel
159	CONT 10



Action Notes
Garnet IN - splits Pearl and Amethyst apart - walks between the two.

Slugging
0.06

Scene	Panel
159	CONT 11



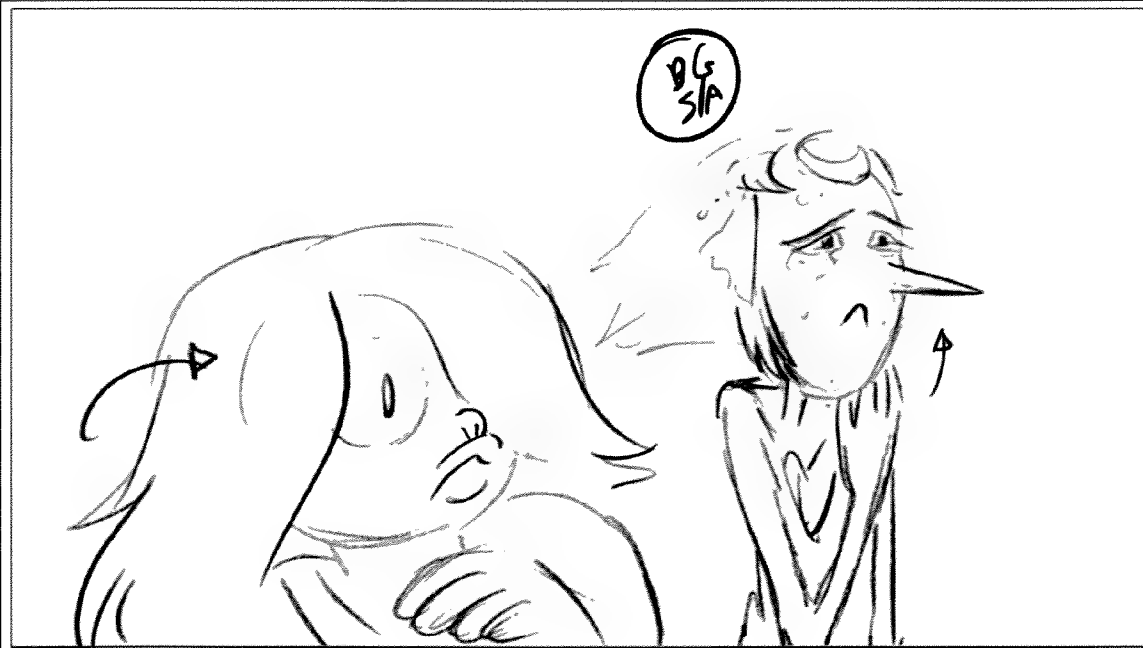
Action Notes
Garnet OUT.

Slugging
0.08

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Scene	Panel
159	12

CONT



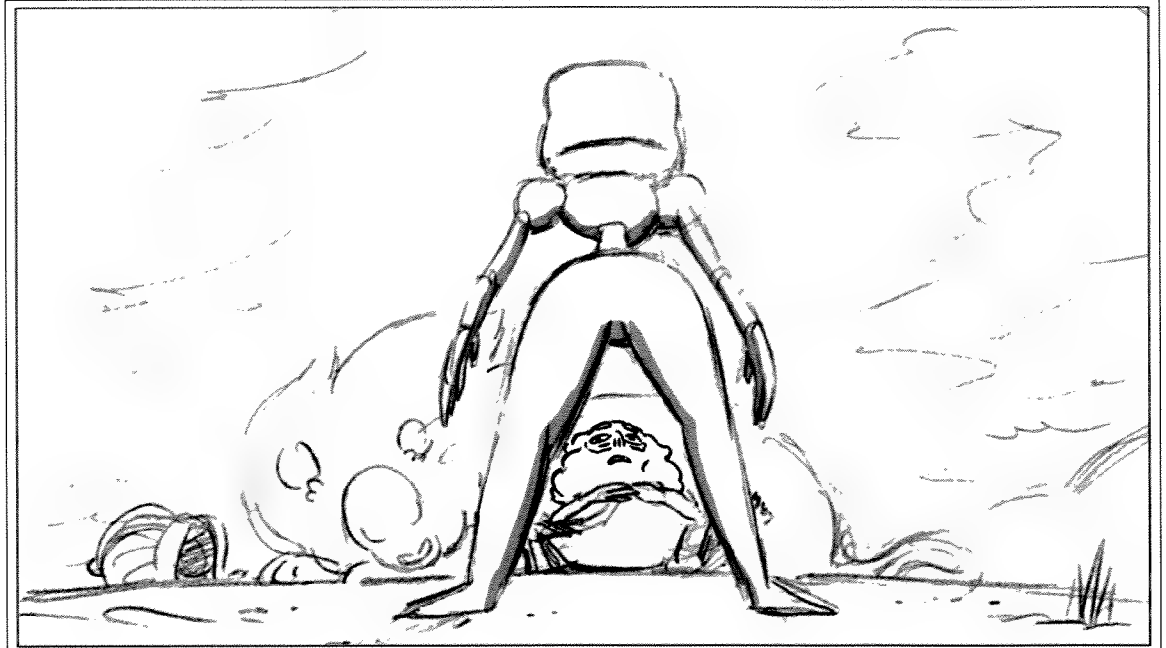
Action Notes

Amethyst and Pearl turn to look at Garnet O/S.

Slugging

0.12

Scene	Panel
160	1



Dialogue

STEVEN: (Heavy breathing)

Action Notes

Garnet stands over Steven / He continues to breath with effort cycle poses.

Slugging

1.08

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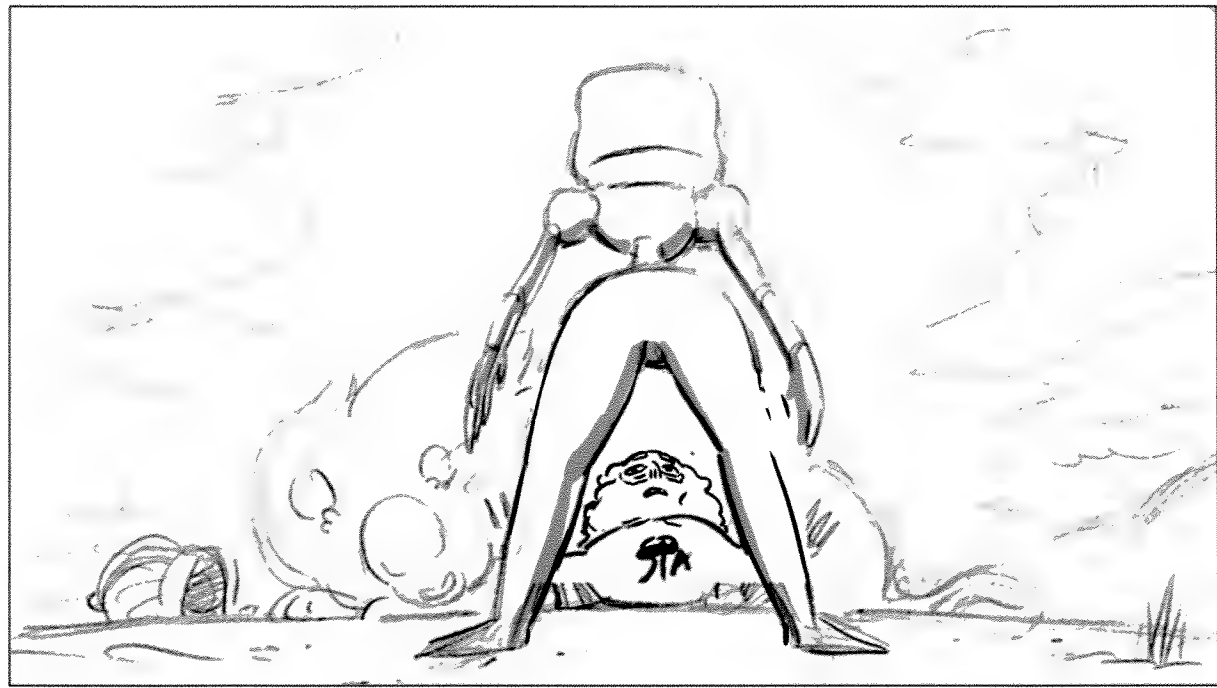
1020.014

1020.014

1020.014

Scene	Panel
160	2

CONT



Slugging
1.08

Scene	Panel
161	1



Dialogue
Steven: <Breathing heavy>

Action Notes
Elderly Steven lies against Lion.

Slugging
0.09

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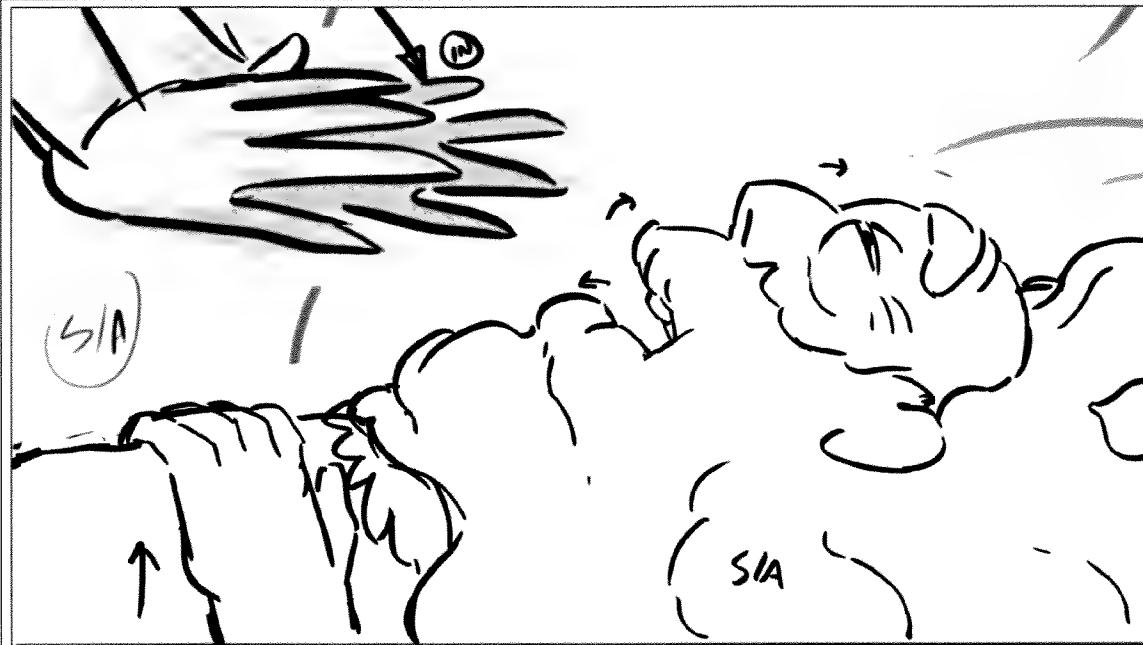
1020.014

1020.014

1020.014

Scene	Panel
161	2

CONT



Action Notes

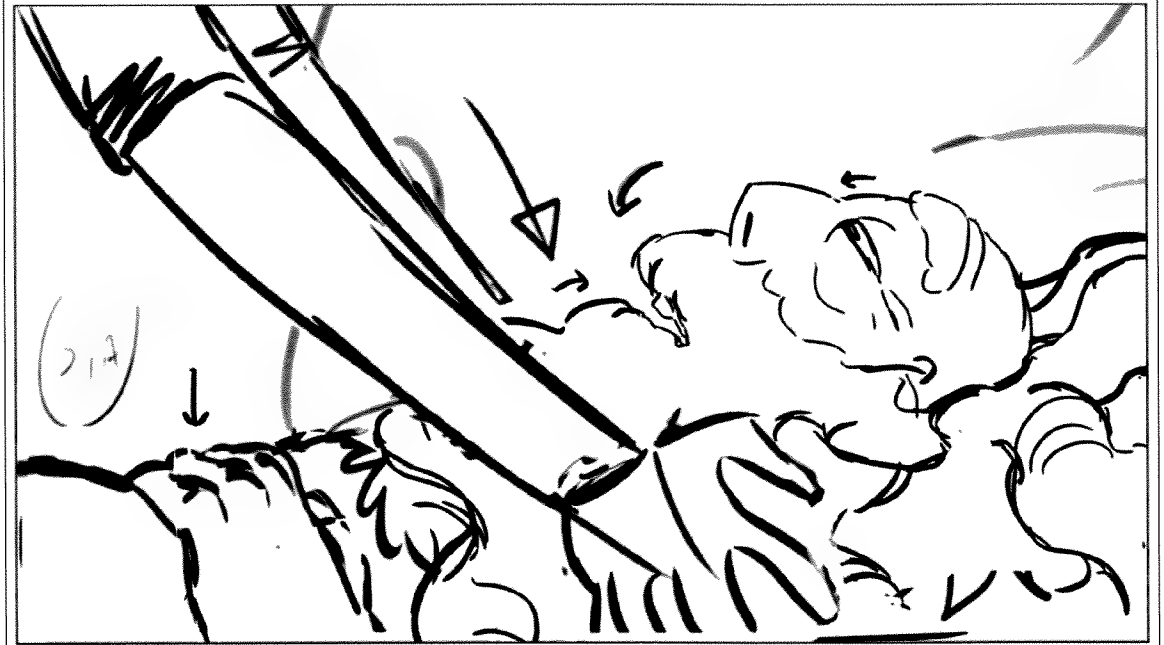
Garnet reaches IN.

Slugging

0.08

Scene	Panel
161	3

CONT



Action Notes

Steven breathes out, eye moves to notice Garnet.

Slugging

1.05

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1020.014

Scene

Panel

161 *CONT*

4



Dialogue

STEVEN: (Groans)

Action Notes

Camera ADJ up as Garnet pulls Steven up.

Garnet kneeling in to scene - bringing Steven up.

Slugging

ADJ: 0.12

Then HOLD: 1.06

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1020.014

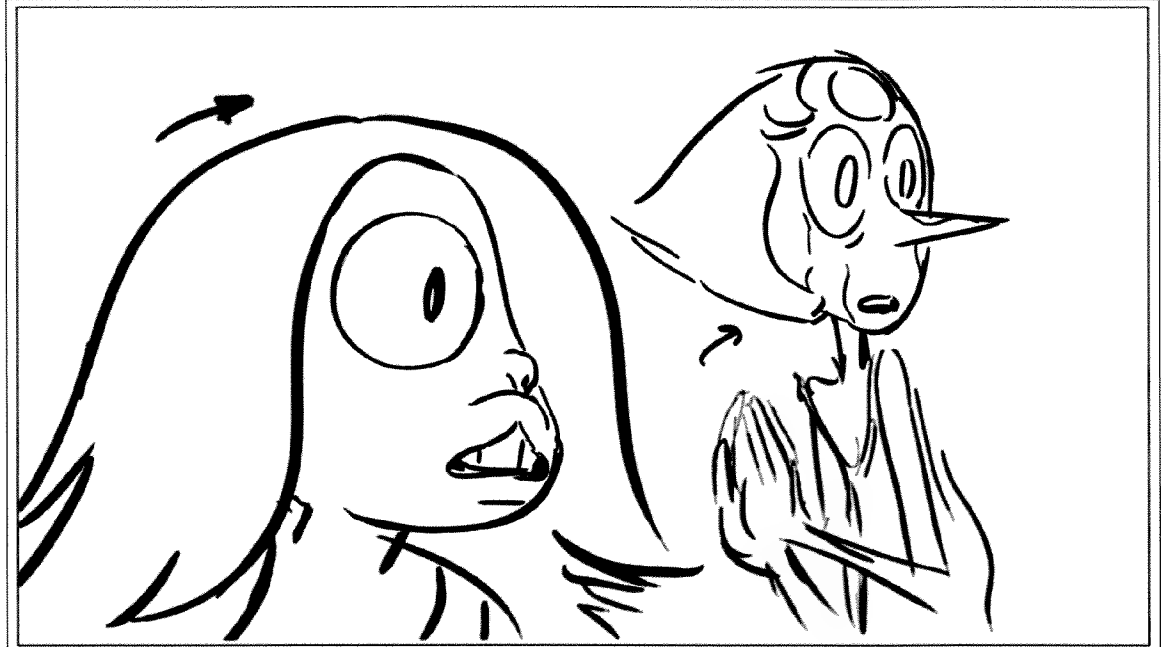
Scene	Panel
162	1



Action Notes
Amethyst (anxious) and Pearl (dearly upset) are looking.

Slugging
0.10

Scene	Panel
162	2

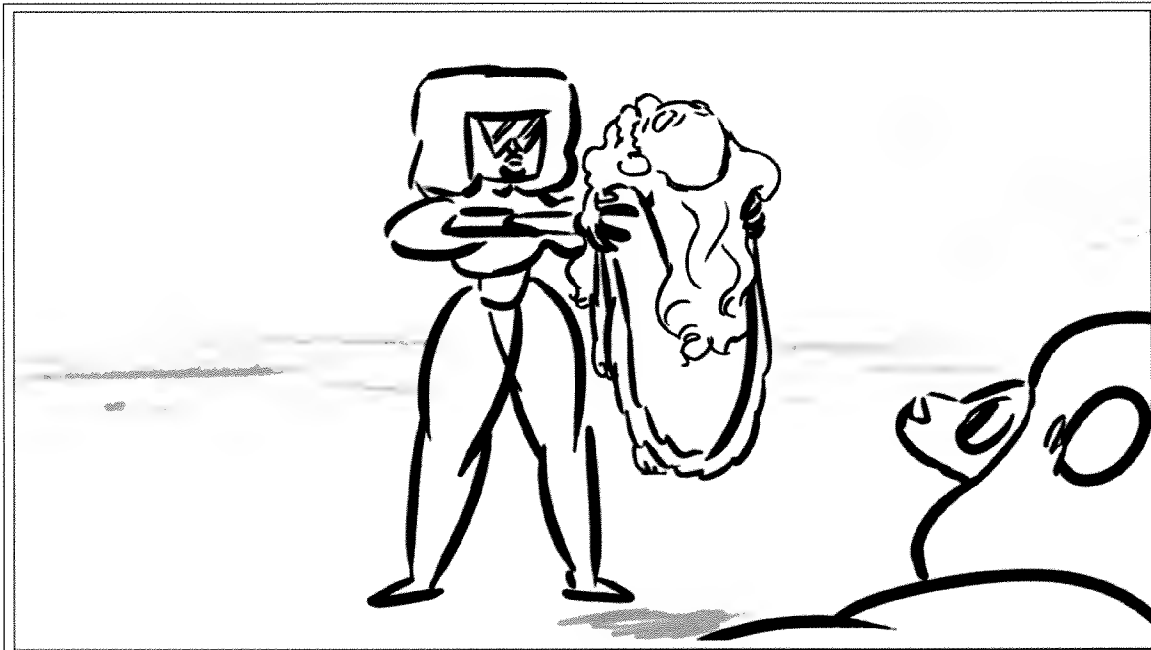


Action Notes
Amehtyst and Pearl up with hopeful expressions.

Slugging
1.03

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Scene	Panel
163	1

**Action Notes**

Garnet holds Steven in the air.

Slugging

1.04

Scene	Panel
163	CONT 2

**Action Notes**

She starts shaking him violently. Cyle poses.

Slugging

Panels 2 + 3 x 2.5 = 0.10

Total cycle frames: 1.08

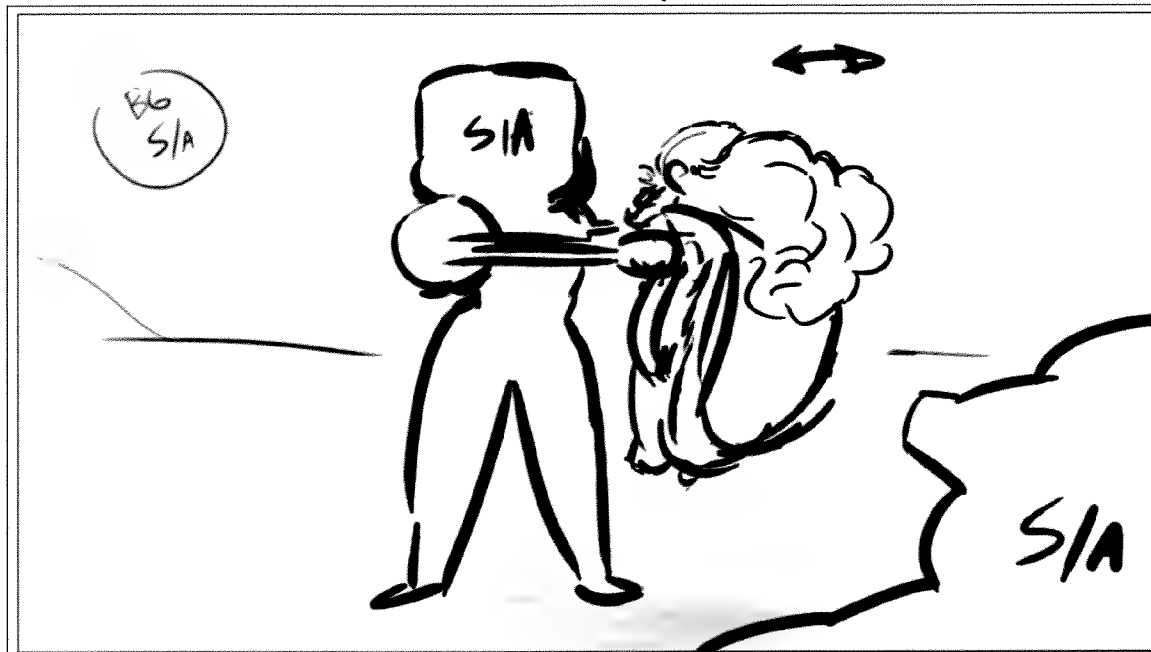
JUL 19 2013

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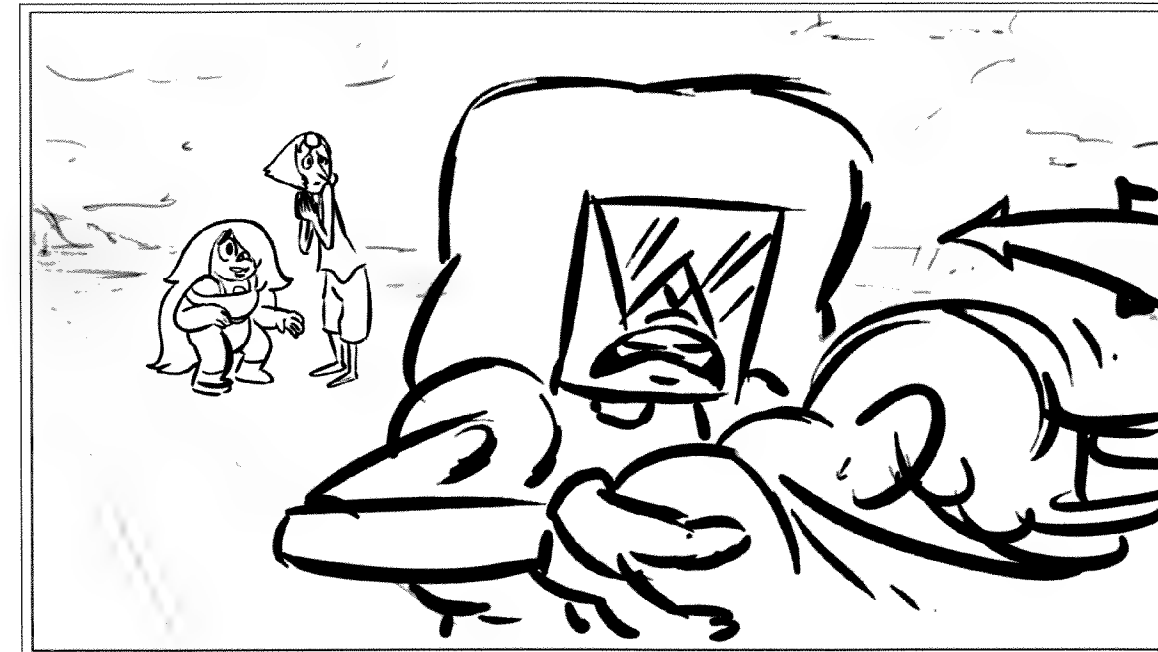
1020.014

1020.014

Scene	Panel
163	3



Scene	Panel
164	1



Action Notes

Pearl and Amethyst watch as Garnet continues shaking Steven violently.

Slugging

Panels 1 + 2 x 2 = 0.10

Total cycle frames: 1.04

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1020.014

1020.014

Scene	Panel
164	CONT 2

**Action Notes**

Garnet shakes Steven thru out scene.

Scene	Panel
164	CONT 3

**Dialogue**

PEARL: GARNET!!

AMETHYST: GARNET!!

Action Notes

Amethyst and Pearl react.

Slugging

Panels 3 + 4 x 2.5 = 0.10

Total cycle frames: 1.07

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Scene	Panel
164	4



Scene	Panel
165	1



Dialogue

PEARL + AMETHYST: (Frantic Walla)

Action Notes

Garnet still shaking Steven. Cycle.

Slugging

0.04

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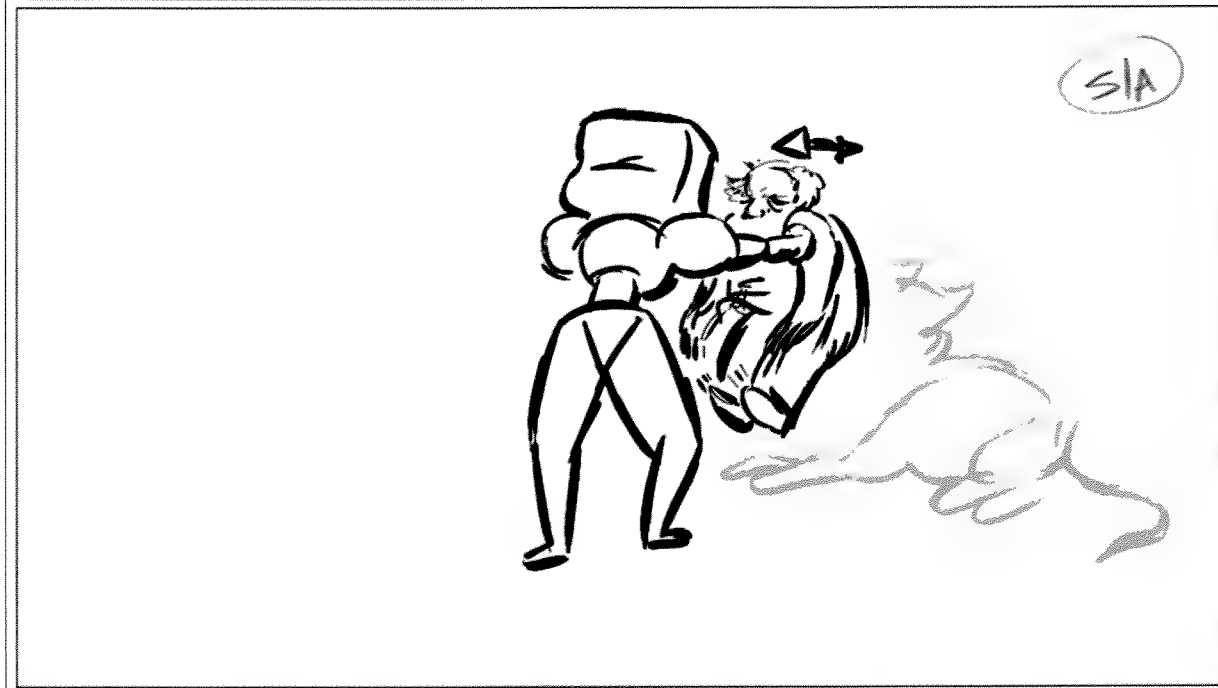
1020.014

1020.014

1020.014

Scene	Panel
165	2

CONT



Dialogue

PEARL: Wh-what-are...

Slugging

0.04

Scene	Panel
165	3

CONT



Dialogue

PEARL: You doing?!?

Action Notes

Amehtyst and Pearl rush IN.

Slugging

0.04

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
165	CONT 4



Dialogue
PEARL + AMETHYST: (Frantic Walla)

Action Notes
Pearl grabs Garnet shoulder sobbing in fear / Amethyst antics to jump.

Slugging
0.06

Scene	Panel
165	CONT 5



Action Notes
Amethyst jumps up onto Garnets arm.

Slugging
Panels 5 + 6 x 1.5 = 0.11

Total cycle frames: 1.03

JUL 19 2013

Scene	Panel
165	6

CONT



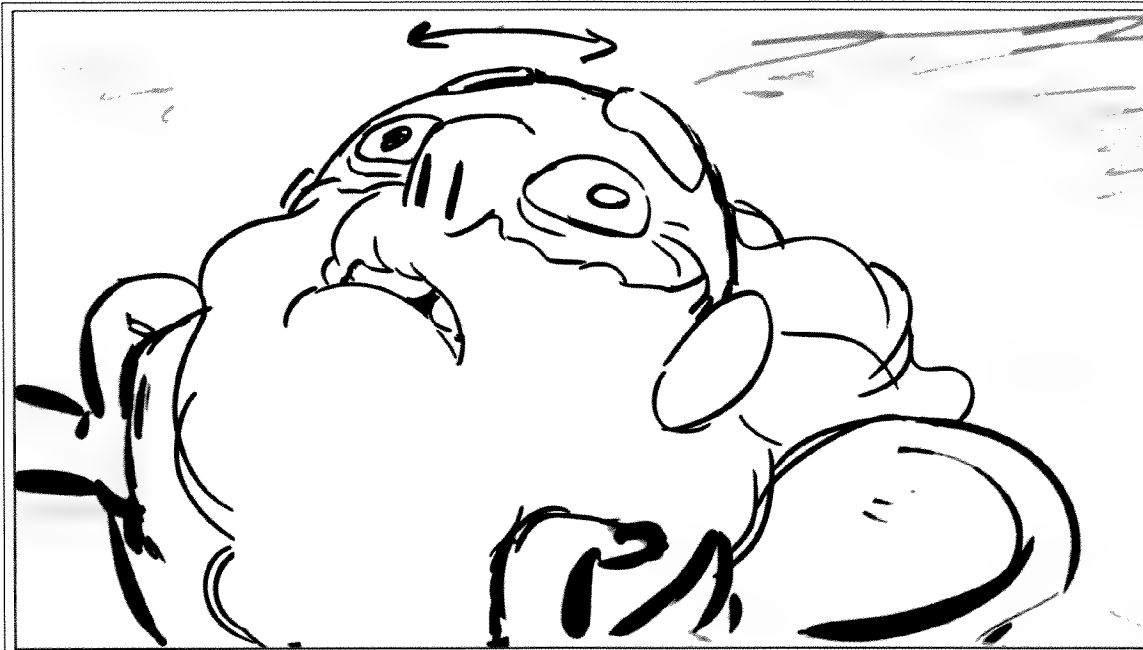
Action Notes

Amehtyst dangles from Garnet's arm with Garnet action.

Slugging

0.05

Scene	Panel
166	1



Dialogue

AMEHTYST (os): Garnet STOP!

Action Notes

Cycle.

Slugging

Panels 1 + 2 x 2 = 0.12

Total cycle frames: 1.08

JUL 19 2013

1020.014

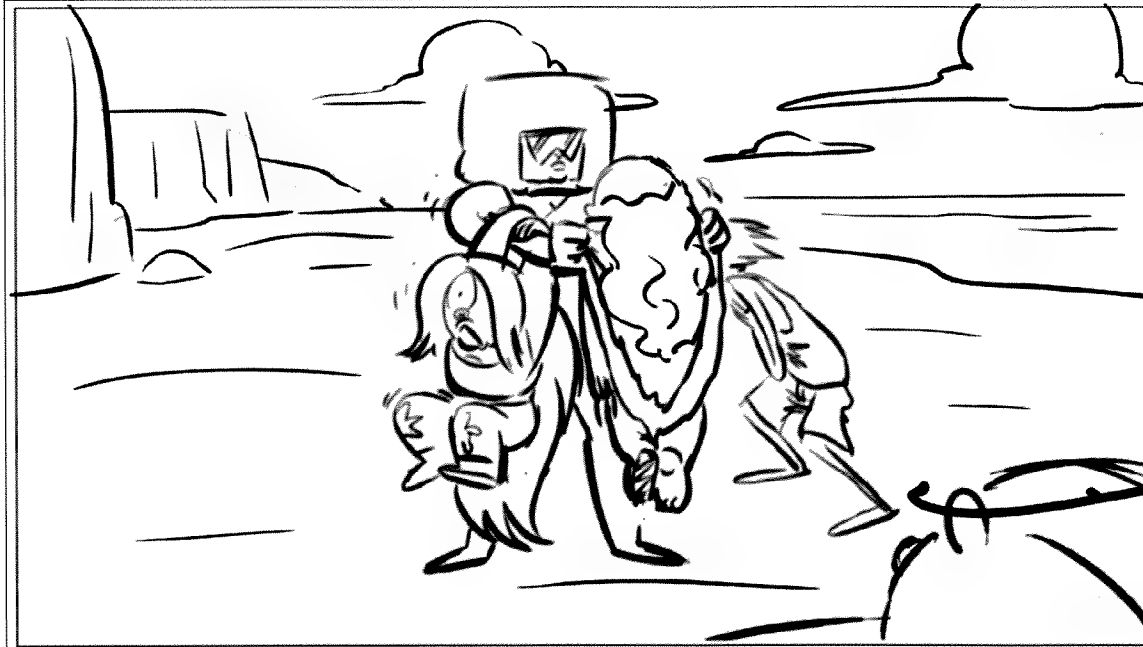
1020.014

1020.014

Scene	Panel
166	CONT 2



Scene	Panel
167	1



Action Notes

Garnet Trembles while holding Steven and supporting Amethyst and Pearl.

Slugging

1.03

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1020.014

1020.014

1020.014

Scene	Panel
167	2

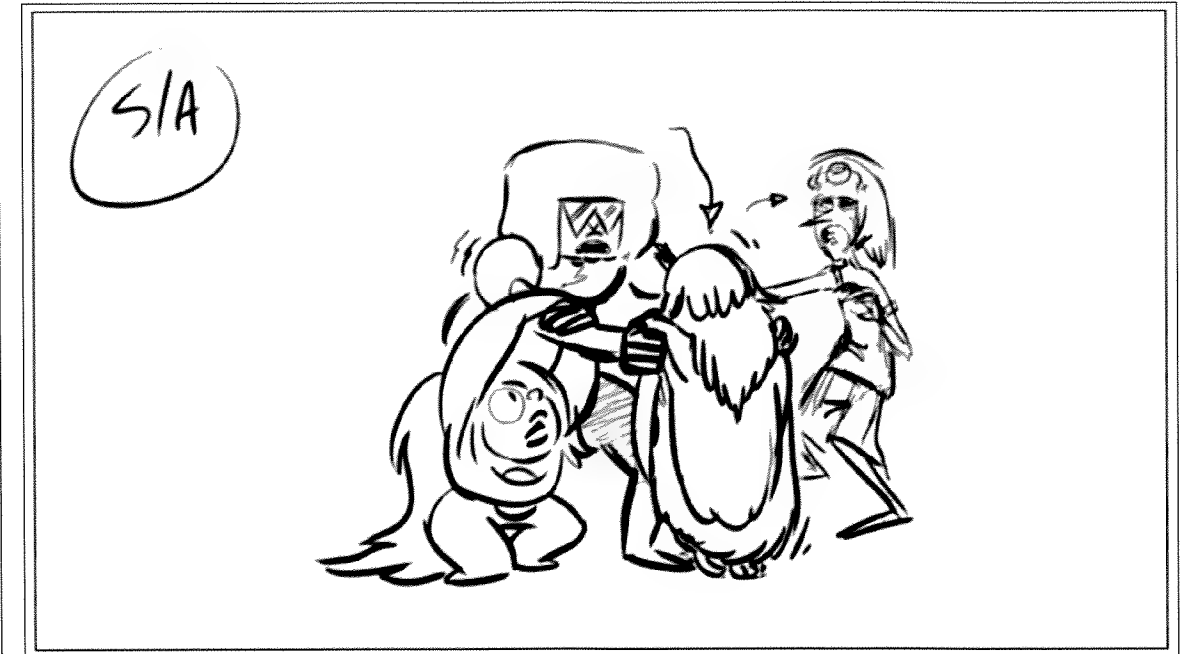


Dialogue
GARNET: I thought...

Action Notes
Garnet Slowly lowers Steven while trembling / Pearl

Slugging
1.02

Scene	Panel
167	3



Dialogue
GARNET: Violence...

Action Notes
Garnet gently lowers Steven.

Slugging
1.04

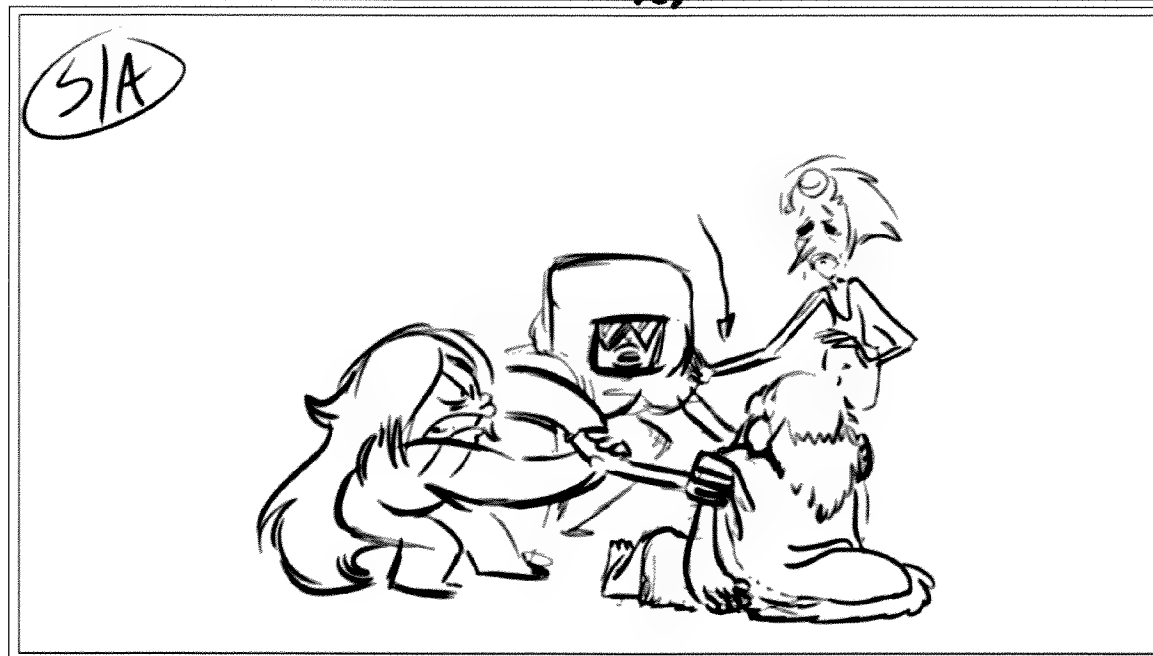
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
167	4



Dialogue
GARNET: Would be the answer...

Action Notes
Garnet sits Steven on the ground. Amethyst becomes angry - pulls on Garnet's arm.

Slugging
2.01

Scene	Panel
168	1



Action Notes
Withered old Steven stares on into nothing.

Slugging
0.08

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Scene	Panel
168	CONT 2



Slugging
0.11

Scene	Panel
168	CONT 3



Action Notes
Steven loses more hair.

Slugging
1.07

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1020.014

1020.014



Scene	Panel
168	4
CONT	



Action Notes
And can barely open eyes.

Slugging
0.11

Slugging
0.11

JUL 19 2013

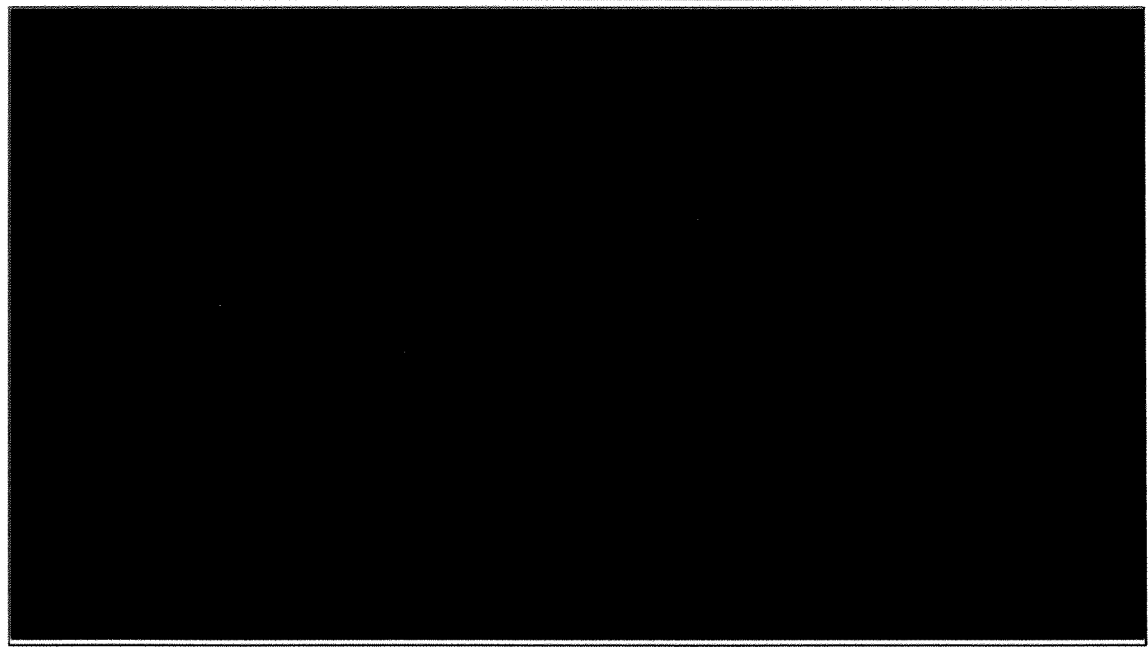
1020.014

1020.014

1020.014



Scene	Panel
169	1



Slugging
Same panel scene 169.

Scene	Panel
169	2



Dialogue
SFX: (High pitch ringing)

Action Notes
Steven's POV - Barely opens his eyes - vision is blurred and gems are only silloettes.

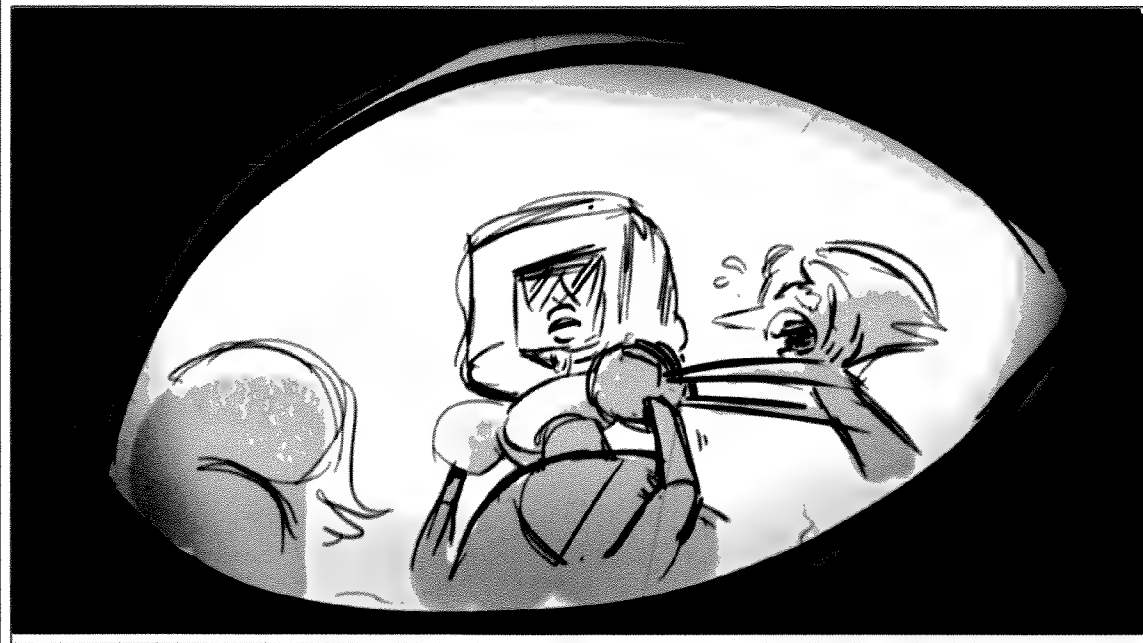
Slugging
0.13

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1020.014

1020.014

Scene	Panel
169	CONT 3



Dialogue

SFX: (High pitch ringing)

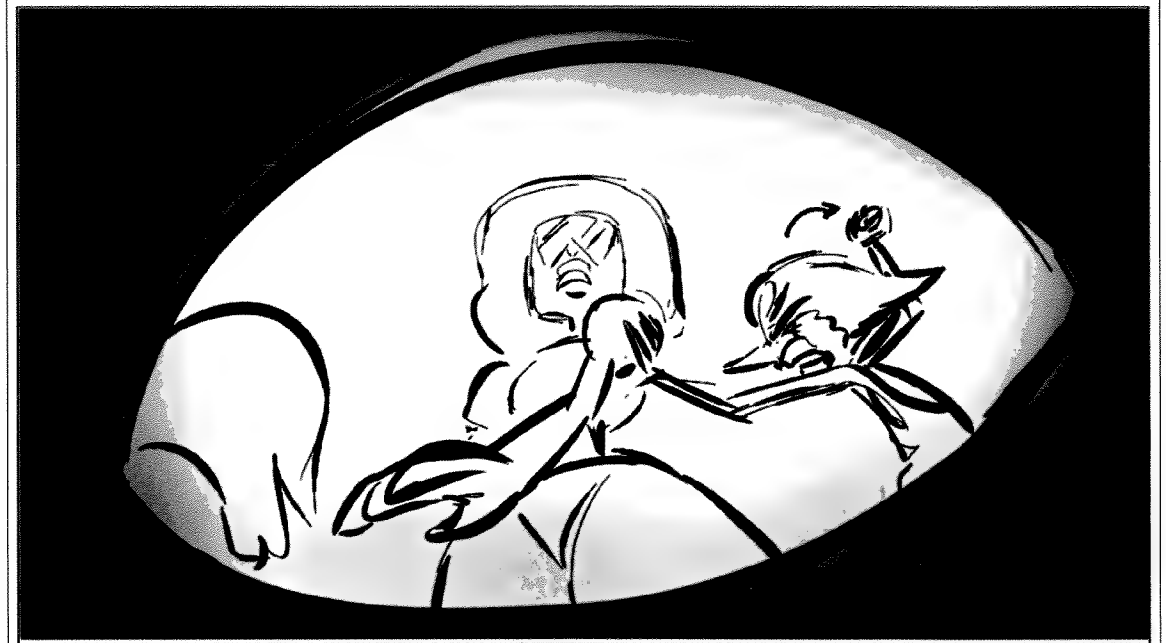
Action Notes

Pearl is crying and pushing on stunned Garnet / Amethyst stands aside.

Slugging

0.06

Scene	Panel
169	CONT 4



Dialogue

SFX: (High pitch ringing)

PEARL: I THINK THE PARTY APPROACH WAS WORKING, I'LL GO DRAW SOME FACES ON BALLOONS!

Action Notes

Pearl (crying and yelling w/ rage) Antics back.

Slugging

0.04

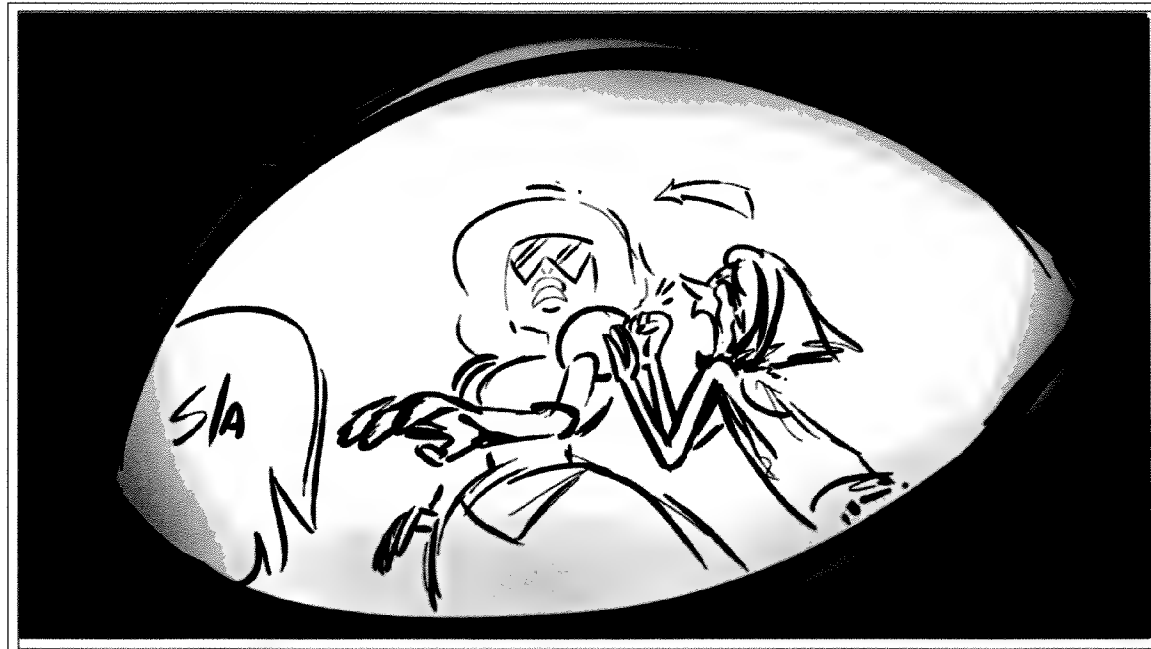
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
169	5

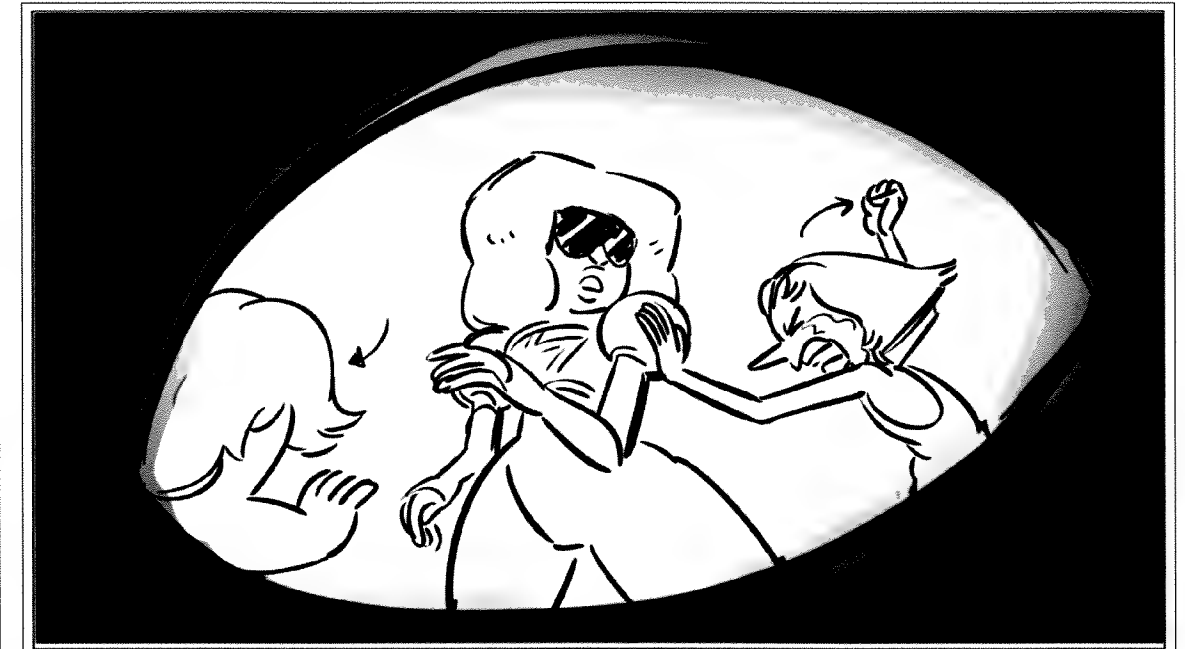


Dialogue
SFX: (High pitch ringing)

Action Notes
Hits Garnet in the shoulder.

Slugging
0.12

Scene	Panel
169	6



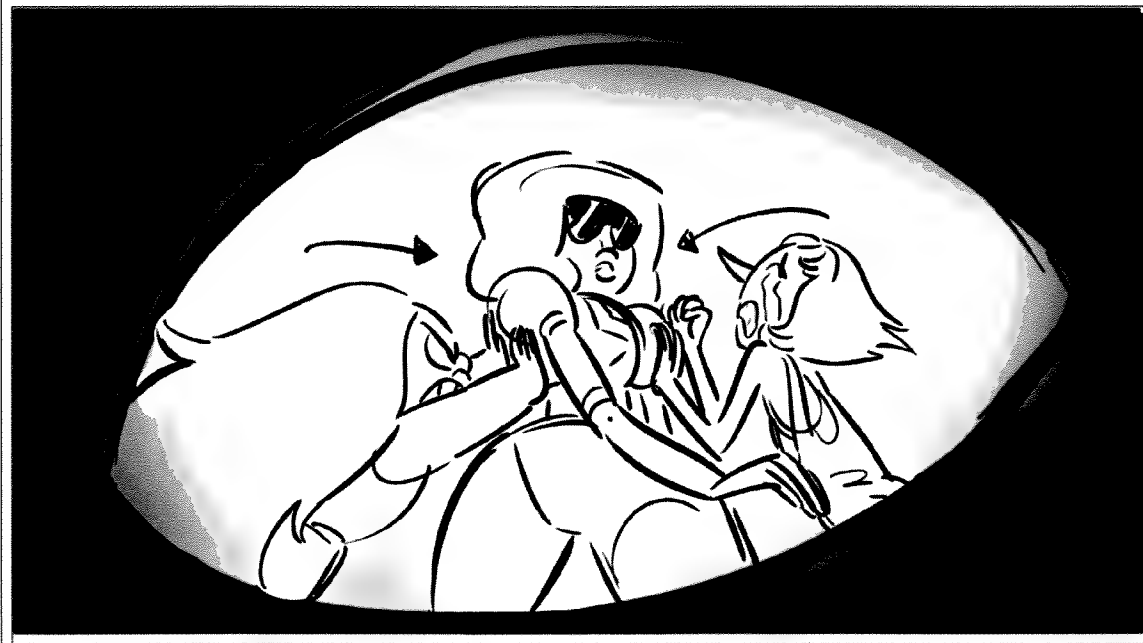
Dialogue
SFX: (High pitch ringing)

Action Notes
Pearl raises fist again / Garnet looks / Amethyst antics down.

Slugging
0.04

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Scene	Panel
169	CONT 7

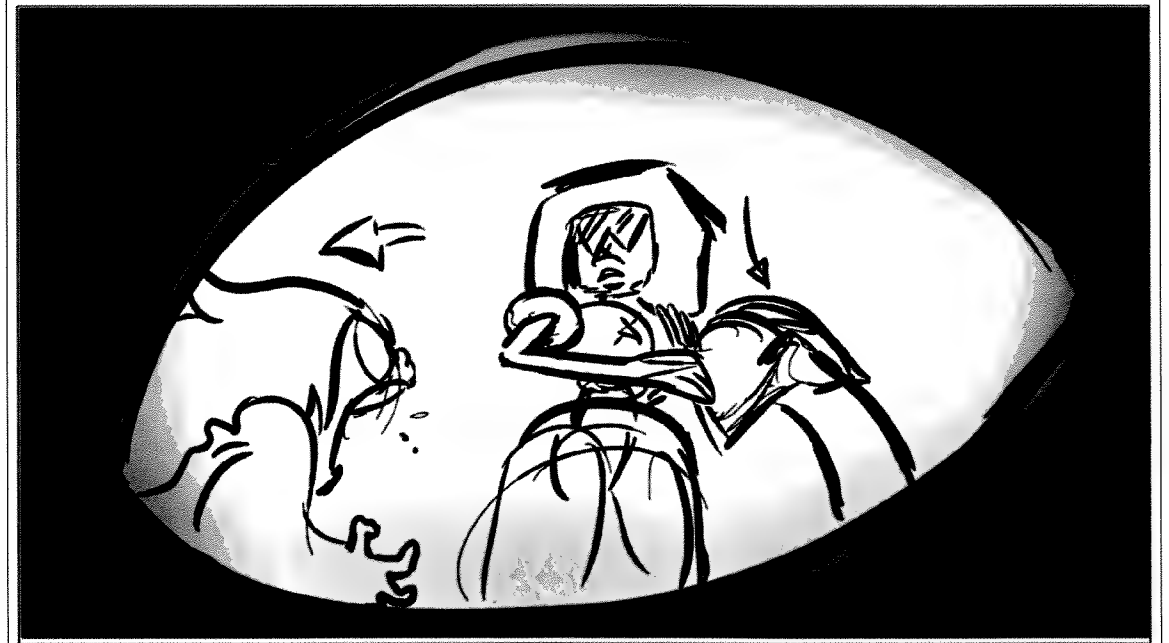


Dialogue
SFX: (High pitch ringing)

Action Notes
Amethyst pushes Garnet / Pearl falls against Garnet.

Slugging
0.10

Scene	Panel
169	CONT 8



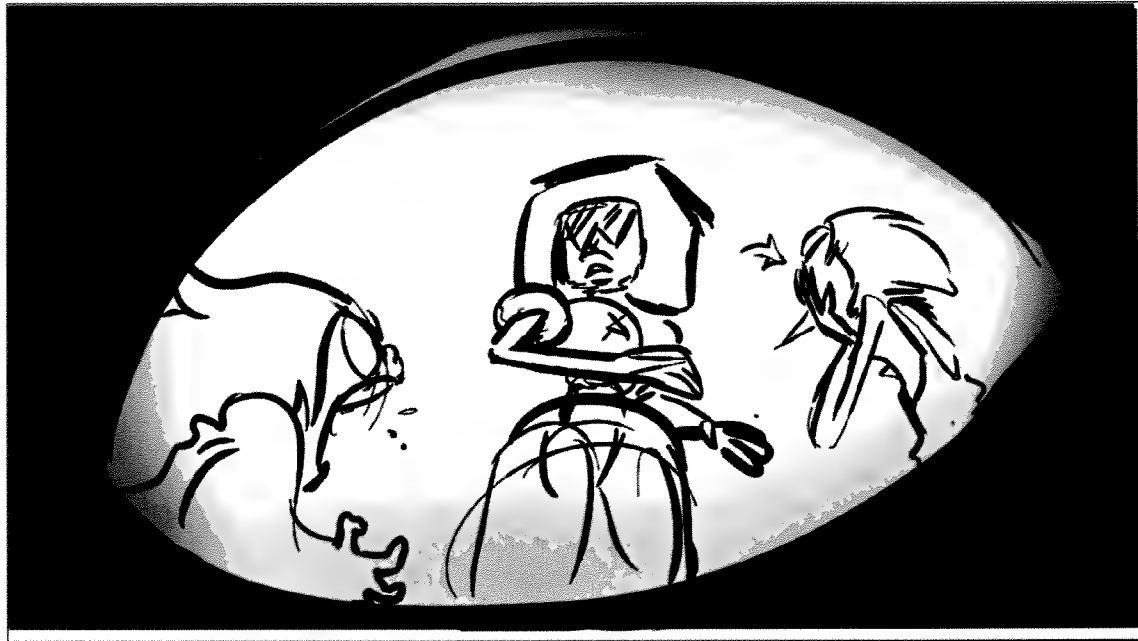
Dialogue
SFX: (High pitch ringing)
AMETHYST: THE PARTIES WEREN'T WORKING! I TURNED

Action Notes
Amethyst screams (angry) at Garnet / garnet looks at Amethyst / Pearl collapses on Garnet.

Slugging
0.09

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Scene	Panel
169	9



Dialogue

SFX: (High pitch ringing)

Action Notes

Pearl stands w/ hands over eyes.

Slugging

1.06

Scene	Panel
170	1



Dialogue

SFX: (High pitch ringing)

AMETHYST (os): Into a car and everything!

Action Notes

c-s Steven's aging eyes.

Slugging

0.15

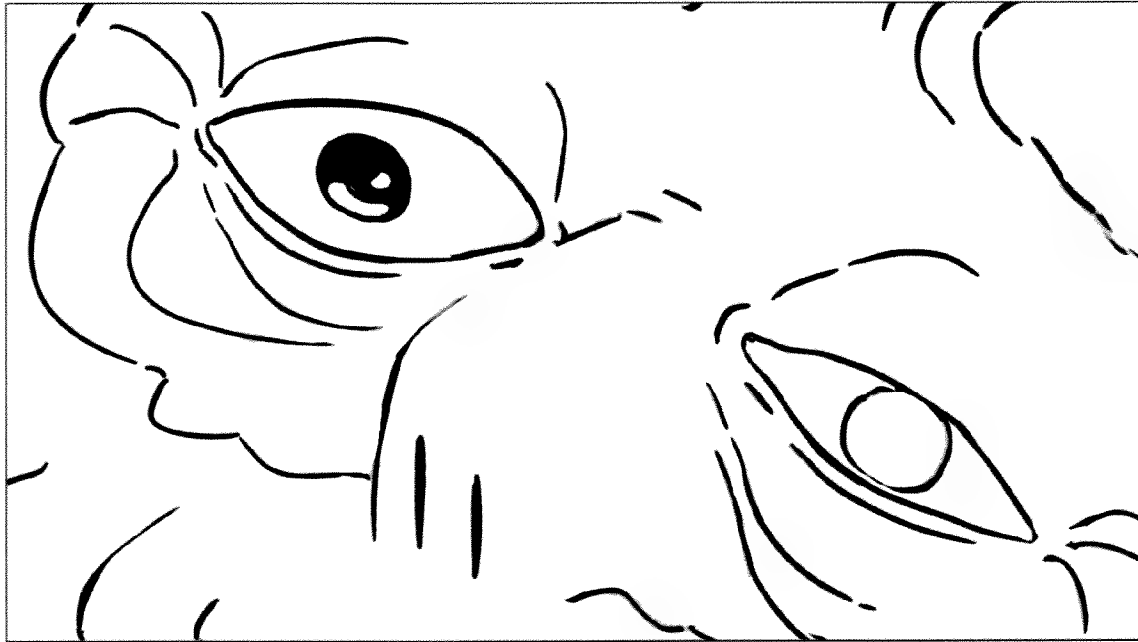
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
170	2



Dialogue

SFX: (High pitch ringing)
GARNET: Kazoos, we forgot kazoos!

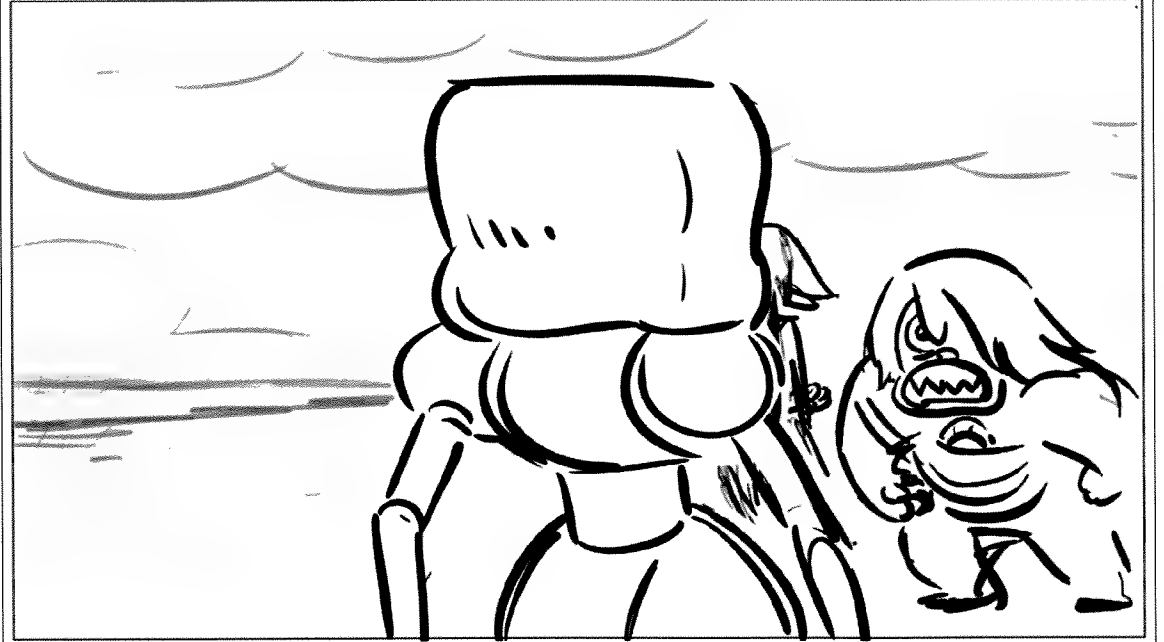
Action Notes

His eyes snap open.

Slugging

1.03

Scene	Panel
171	1



Dialogue

SFX: (High pitch ringing)

Slugging

0.07

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
171	2



Dialogue

SFX: (High pitch ringing reaches unbearably tone)

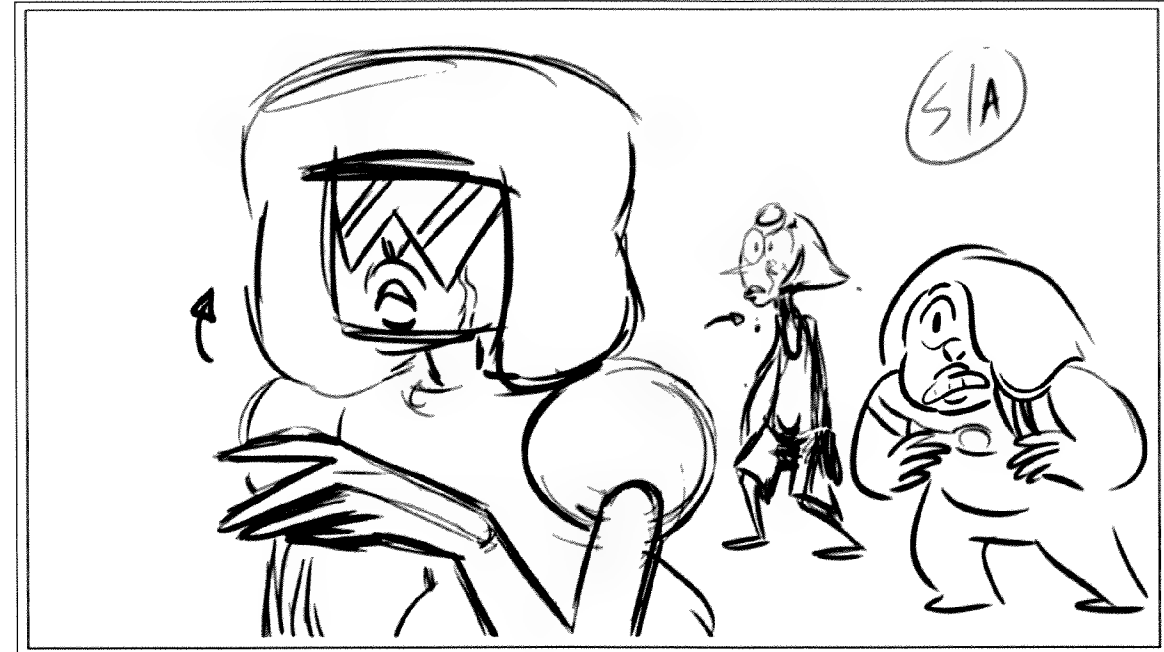
Action Notes

Garnet turns and puts her hands under her glasses.
Pearl is sobbing in the BG.
Amethyst is very angry.

Slugging

2.02

Scene	Panel
171	3



Dialogue

STEVEN (os): Would you guys just...

Action Notes

Steven breaks noise / Everyone UP in response.

Slugging

1.03

JUL 19 2013

1020.014

1020.014

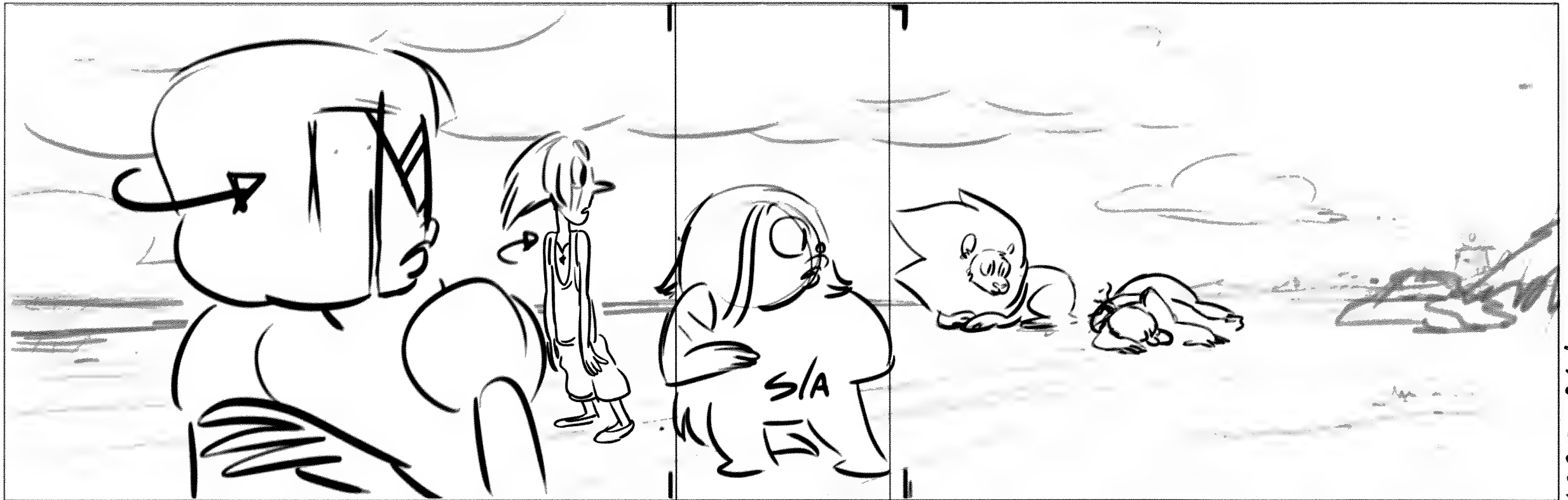
1020.014

Scene

Panel

171 *CONT*

4



Dialogue

STEVEN: Please...

Action Notes

Camera ADJ over as they all look at Steven glowing on the ground.

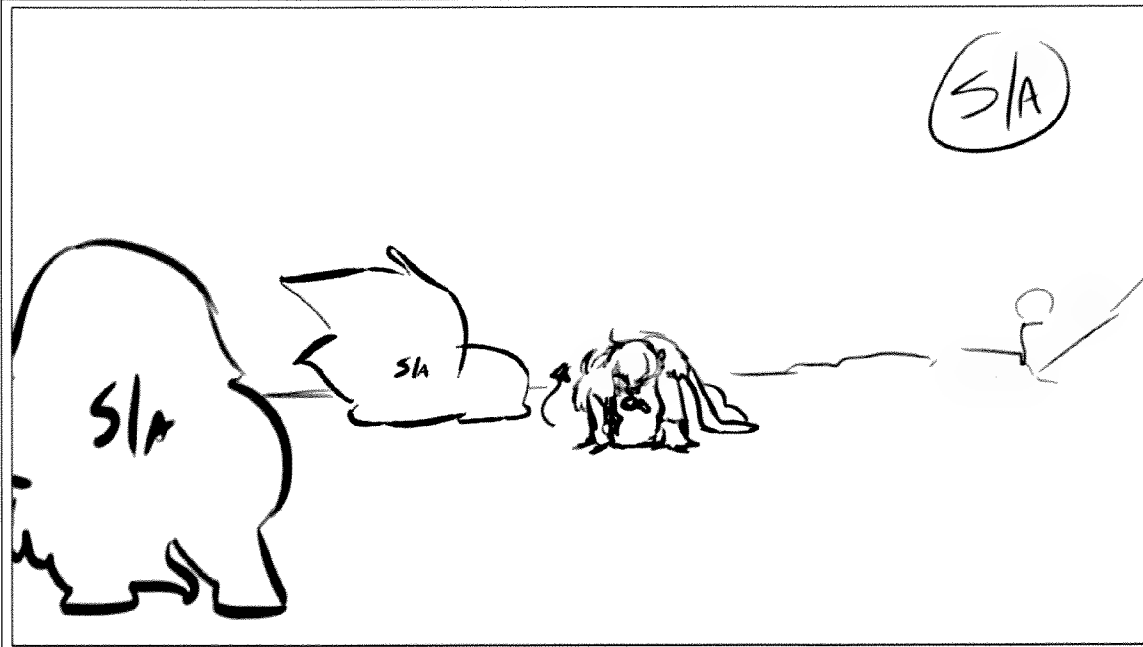
Slugging

ADJ: 1.05

JUL 19 2013

1020.014

Scene	Panel
171	<i>CONT</i> 5



Action Notes
He hoists himself up/his gem glows vibrantly.

Slugging
0.06

Scene	Panel
172	1



Dialogue
STEVEN: Nnng!

Action Notes
Gem light strobes.

Slugging
0.04

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1020.014

1020.014

1020.014



Scene	Panel
172	2

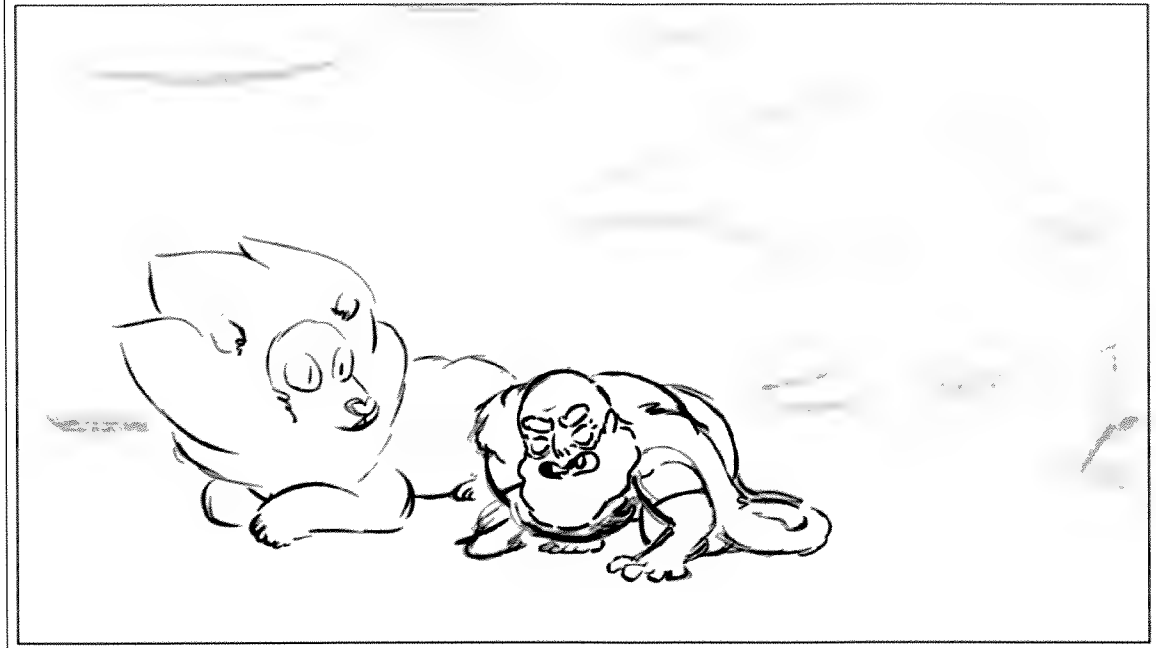


Dialogue
STEVEN: Please...

Action Notes
Steven holds gem as he glows vibrantly.

Slugging
0.12

Scene	Panel
173	1



Dialogue
STEVEN: Nng!!

Action Notes
H/U to PREVIOUS

Slugging
0.04

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1020.014

1020.014

Scene	Panel
173	CONT 2



Dialogue

STEVEN: Get...

Action Notes

Steven throws his arms up and stands as he begins to change.

Slugging

0.08

Scene	Panel
173	CONT 3



Dialogue

STEVEN: ...A hold...

Action Notes

And morphs into Adult Steven, throwing cape to the ground.

Slugging

0.15

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Scene	Panel
173	4

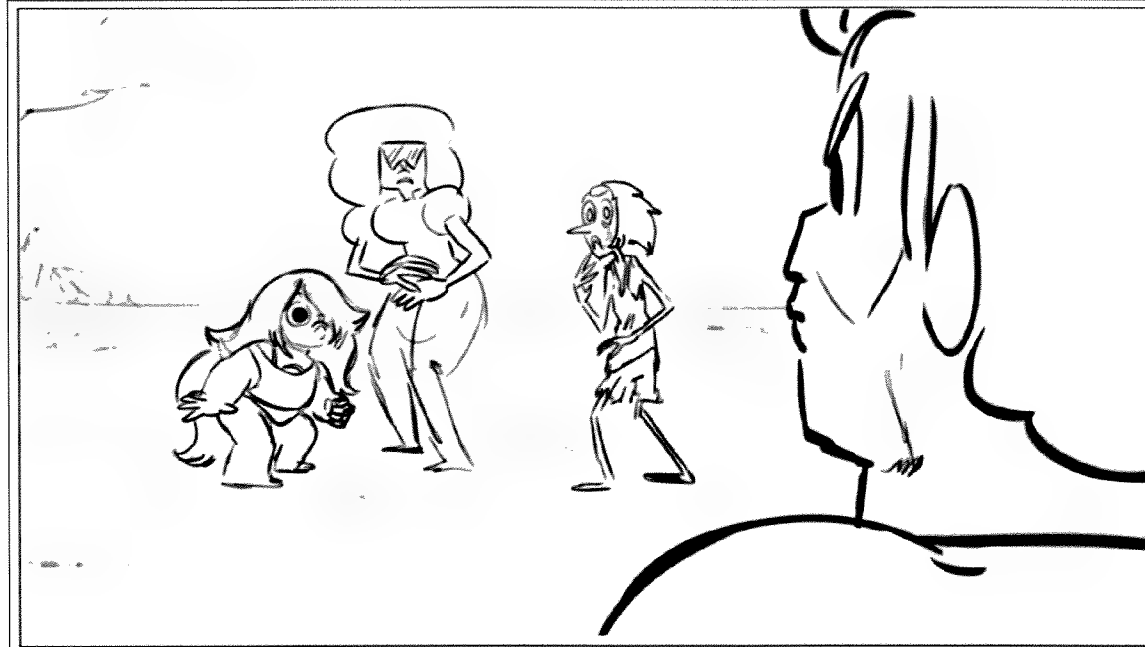


Dialogue
STEVEN: ...of yourselves!

Action Notes
Steven stands sternly.

Slugging
1.12

Scene	Panel
174	1



Action Notes
-SP-

Slugging
0.04

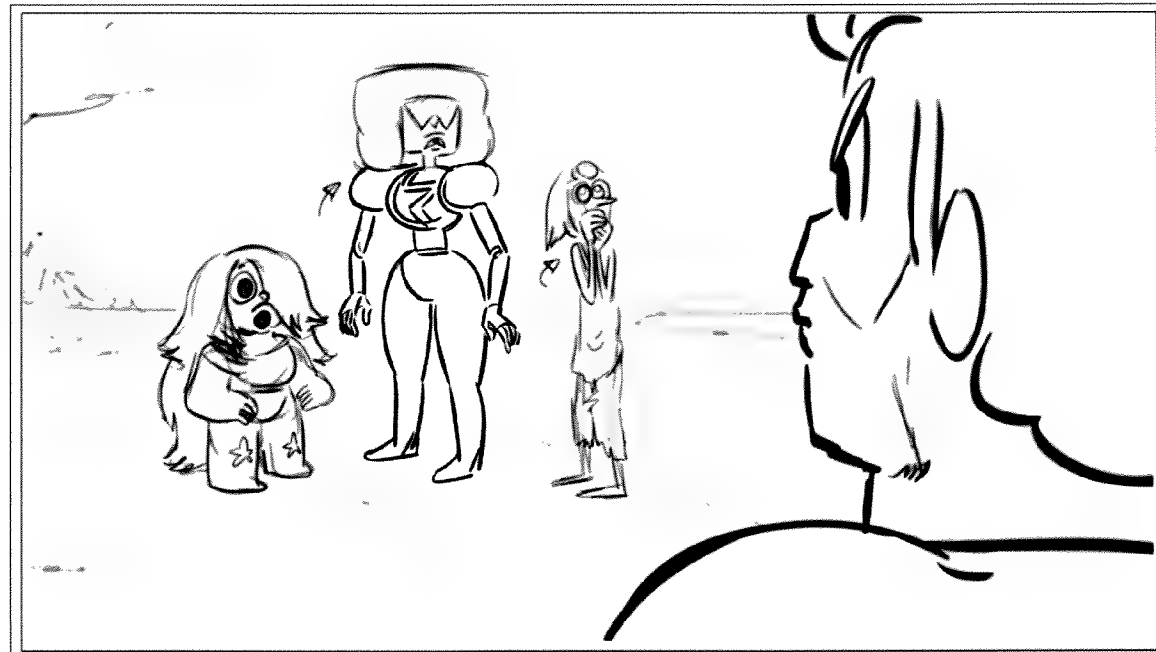
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1020.014

1020.014

1020.014

Scene	Panel
174	2



Action Notes
Pearl, Garnet and Amethyst all look at Steven with awed expressions.

Slugging
1.04

Scene	Panel
175	1



Action Notes
Adult Steven is stern -SP-

Slugging
0.04

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1020.014

1020.014

1020.014



Scene	Panel
175	cont 2



Action Notes
He reacts with surprise.

Slugging
0.15

Scene	Panel
175	cont 3



Dialogue
STEVEN: Oh...

Action Notes
Steven looks around nervously.

Slugging
1.03

JUL 19 2013

1020.014

1020.014

Scene

Panel

175 **CONT**

4



Dialogue

STEVEN: Oh no...

Action Notes

He starts to sweat / raises hands to his face.

Slugging

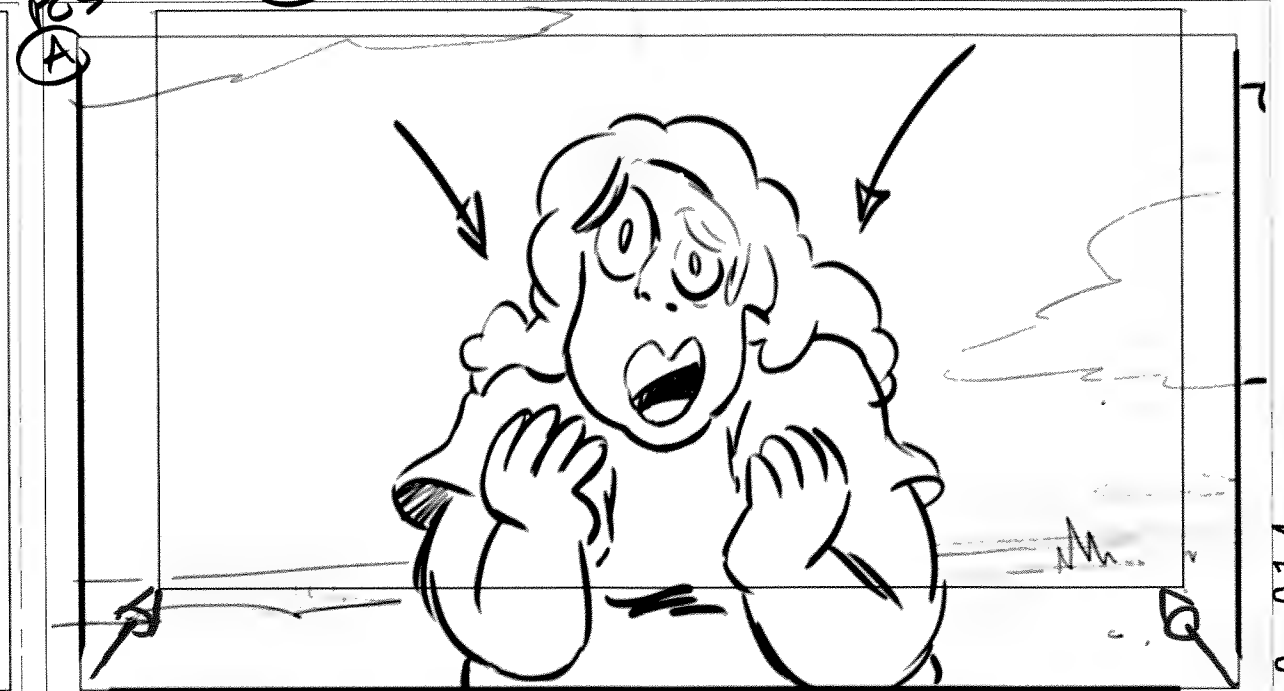
1.13

Scene

Panel

175 **CONT**

5



Dialogue

STEVEN: I'm sorry!

Action Notes

Camera ADJ and truck IN with actions as adult Steven glows and morphs down into teen Steven.

Slugging

ADJ: 0.09

Then HOLD: 2.01

JUL 19 2013

1020.014

1020.014

1020.014



Scene	Panel
175	<i>cont</i> 6



Dialogue
STEVEN: I shouldn't have...

Action Notes
STEVEN is a teenager

Slugging
1.05

Scene	Panel
175	<i>cont</i> 7



Dialogue
STEVEN: ...yelled.

Slugging
1.09

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1020.014

1020.014

1020.014



Scene	Panel
175	<i>CONT</i>



Dialogue
STEVEN: But I can't...

Slugging
1.05

Scene	Panel
175	<i>CONT</i>



Dialogue
STEVEN: ...stand to see you freaking...

Slugging
1.09

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
175	cont 10



Dialogue
STEVEN: ...out...

Action Notes
STEVEN morphs back into an adult

Slugging
0.10

Scene	Panel
175	cont 11



Dialogue
STEVEN: ...like this!

Slugging
1.06

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1020.014

1020.014

Scene	Panel
176	1



Action Notes
-SP- Pearl stares at Steven, lost in hope.

Slugging
0.04

Scene	Panel
176	2



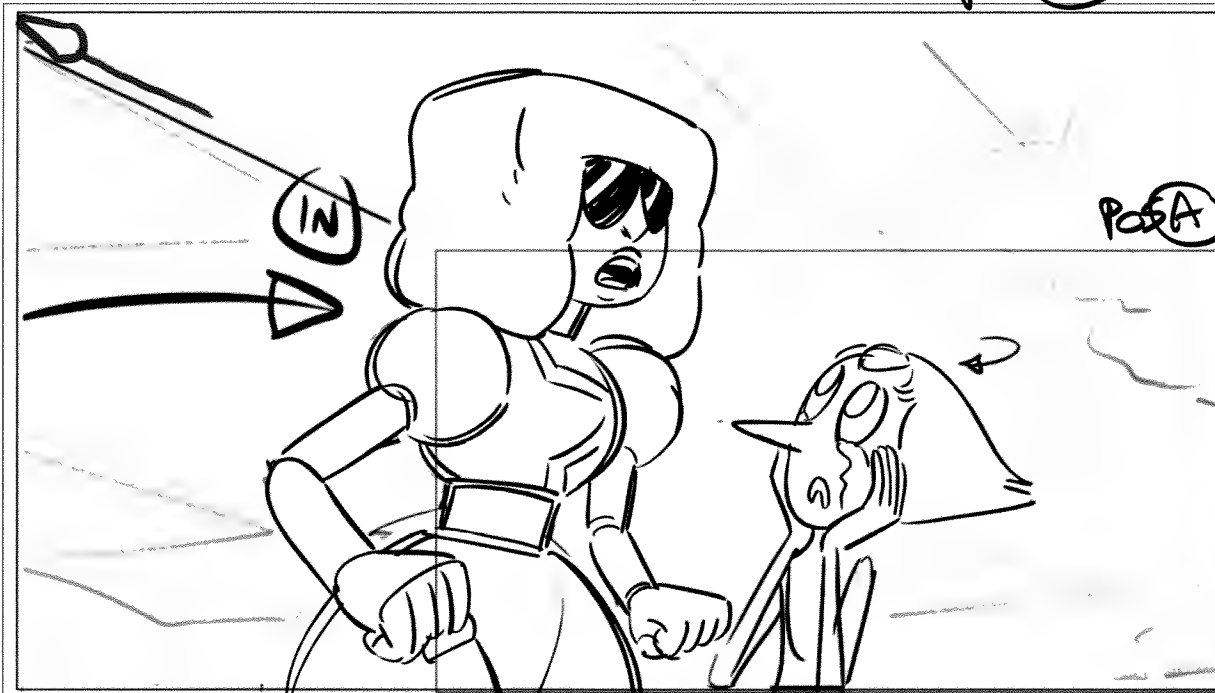
Dialogue
PEARL: Wha-

Action Notes
Pearl reacts.

Slugging
2.00

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Scene 176 Panel 3
CONT POS B



Dialogue

GARNET: Steven! You're changing!!

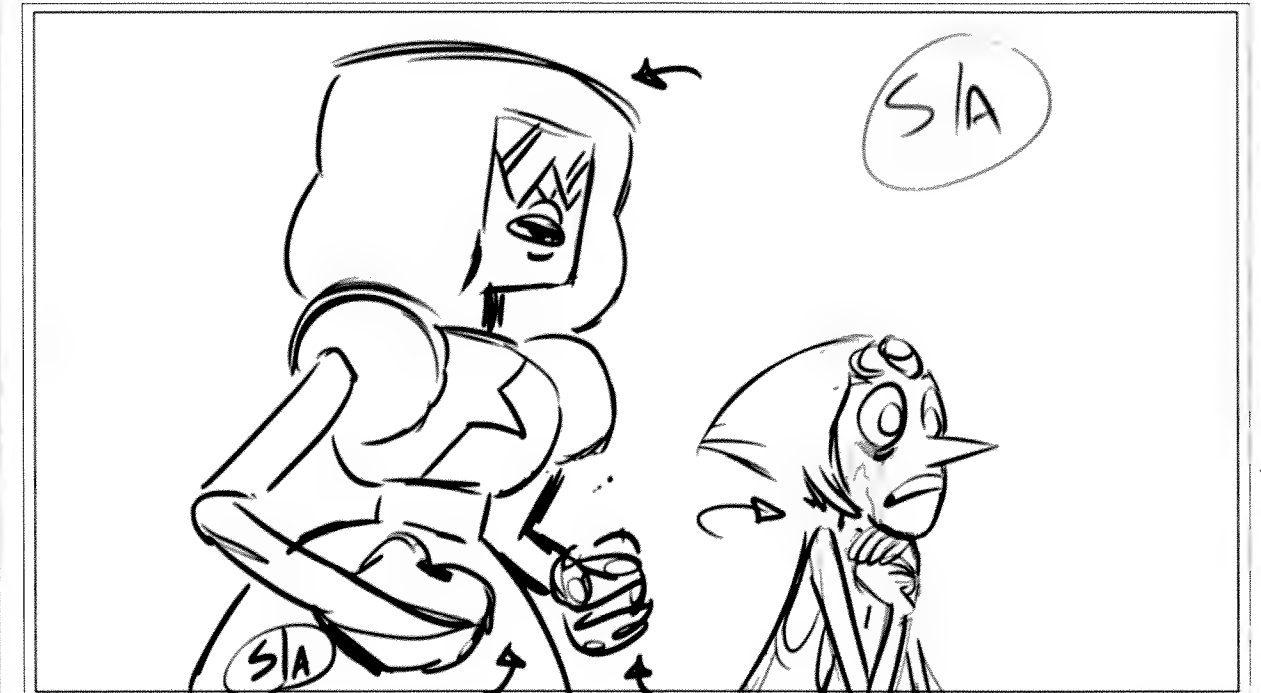
Action Notes

Camera ADJ with Garnet stepping IN / Pearl looks at Garnet.

Slugging

ADJ: 0.06
Then HOLD: 0.07

Scene 176 Panel 4
CONT S/A



Dialogue

GARNET: Steven! You're changing!!

Action Notes

Garnet still up / tightens fist / Pearl clasps hands under chin and turns towards Steven..

Slugging

1.08

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1020.014

1020.014

1020.014

Scene	Panel
176	CONT 5



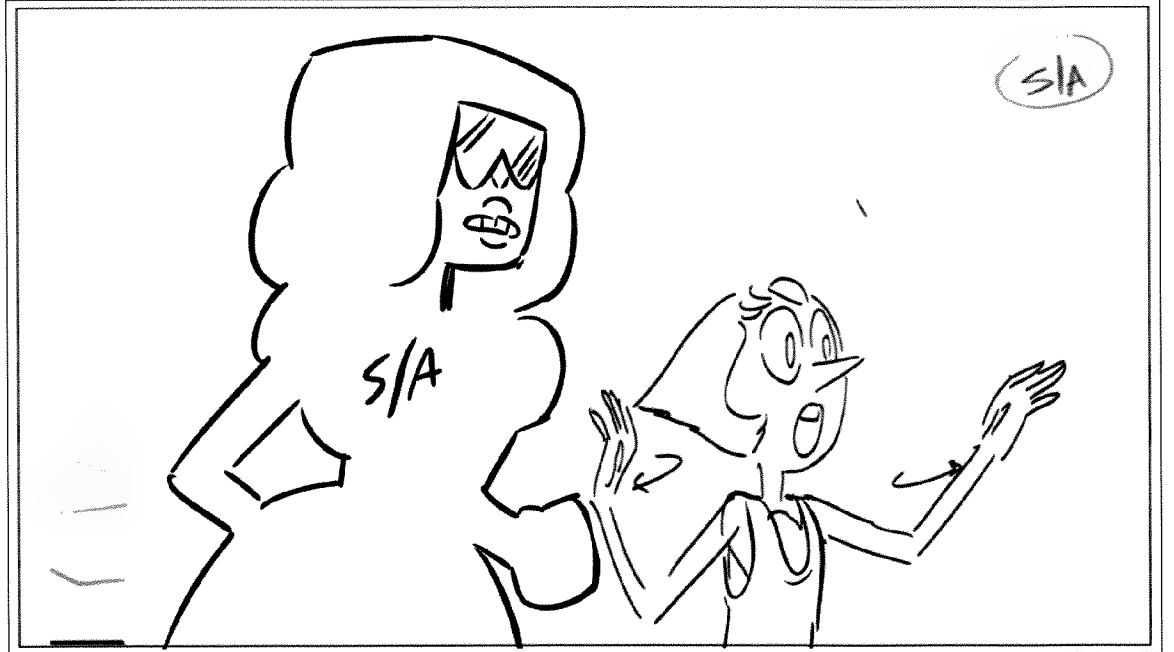
Dialogue

PEARL: Your age...

Slugging

0.15

Scene	Panel
176	CONT 6



Dialogue

PEARL: ...is fluctuating!

Slugging

2.00

JUL 19 2013

1020.014

1020.014

1020.014

Scene Panel
176 *CONT* 7



Dialogue

PEARL: I think your gem is reacting to your state of mind!

Slugging

3.13

Scene Panel
176 *CONT* 8



Dialogue

AMETHYST: Steven!!

Action Notes

Camera ADJ back with Amethyst IN.

Slugging

ADJ: 0.06

Then HOLD: 1.02

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
176	<i>cont</i> 9



Dialogue

AMETHYST: Stop feeling old!

Action Notes

Amethyst's gestures with hands up to emphasize dial.

Slugging

3.04

Scene	Panel
177	1



Dialogue

STEVEN: But...

Action Notes

STEVEN is an adult

Slugging

0.08

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1020.014

1020.014

1020.014

Scene	Panel
177	<i>cont</i> 2



Dialogue
STEVEN: ...I wasted your...

Action Notes
STEVEN is a teenager

Slugging
0.15

Scene	Panel
177	<i>cont</i> 3



Dialogue
STEVEN: ...time.

Slugging
1.09

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1020.014

1020.014

Scene	Panel
177	CONT 4



Slugging
1.02

Scene	Panel
177	CONT 5



Dialogue
STEVEN: We all have...

Action Notes
STEVEN begins to morph

Slugging
0.14

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1020.014

1020.014

Scene	Panel
177	CONT 6



Dialogue
STEVEN: ...such...

Action Notes
Steven starts to morph into old Steven.

Slugging
1.00

Scene	Panel
177	CONT 7



Dialogue
STEVEN: ...little time.

Action Notes
Old Steven.

Slugging
3.03

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1020.014

1020.014



Scene	Panel
178	1



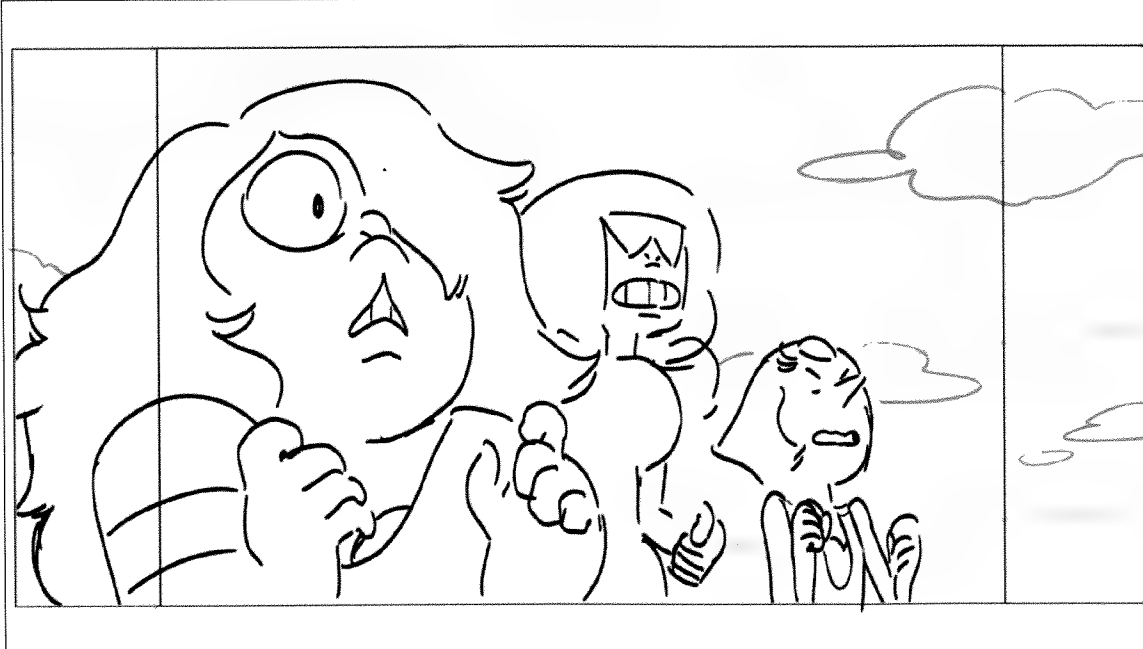
Dialogue

Garnet + Amethyst + Pearl: STEVEN!

Slugging

1.12

Scene	Panel
178	2



Action Notes

Camera ADJ screen right.

Slugging

Panels 2 + 3 =
HOLD: 0.05
Then ADJ: 0.05
Then HOLD: 0.12

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1020.014

1020.014

1020.014

Scene	Panel
178	CONT 3



Dialogue

PEARL: You have to feel...

Scene	Panel
178	CONT 4



Dialogue

PEARL: ...like...

Slugging

0.06

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1020.014

1020.014

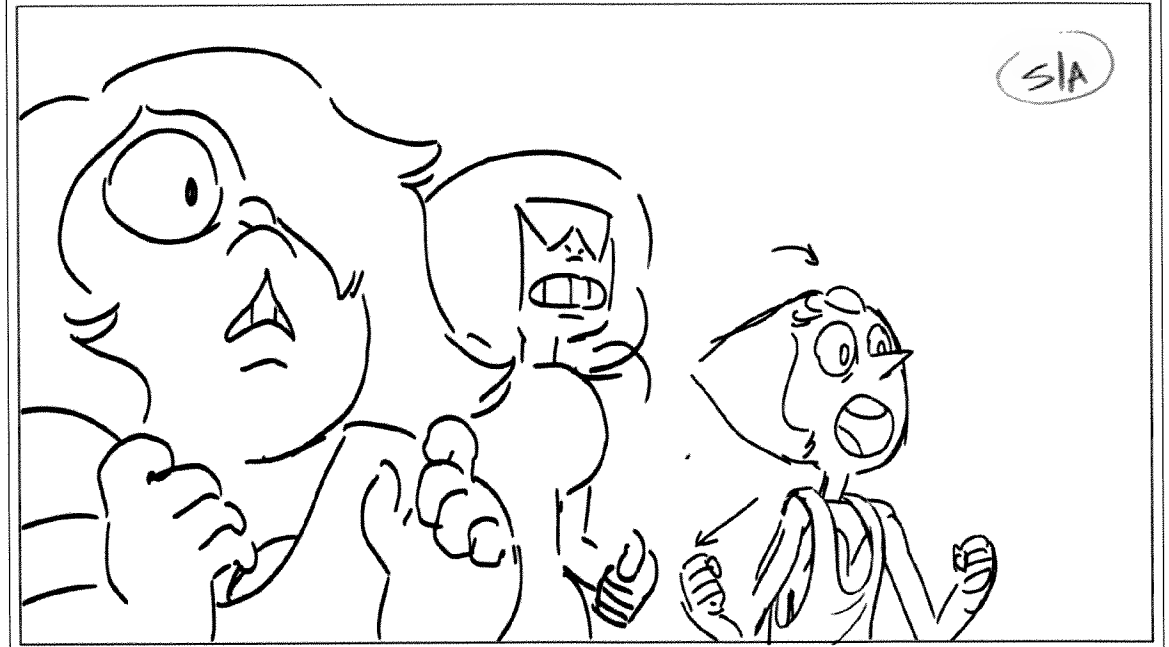
Scene	Panel
178	CONT 5



Dialogue
PEARL: ...your...

Slugging
0.06

Scene	Panel
178	CONT 6



Dialogue
PEARL: ...self!

Slugging
1.02

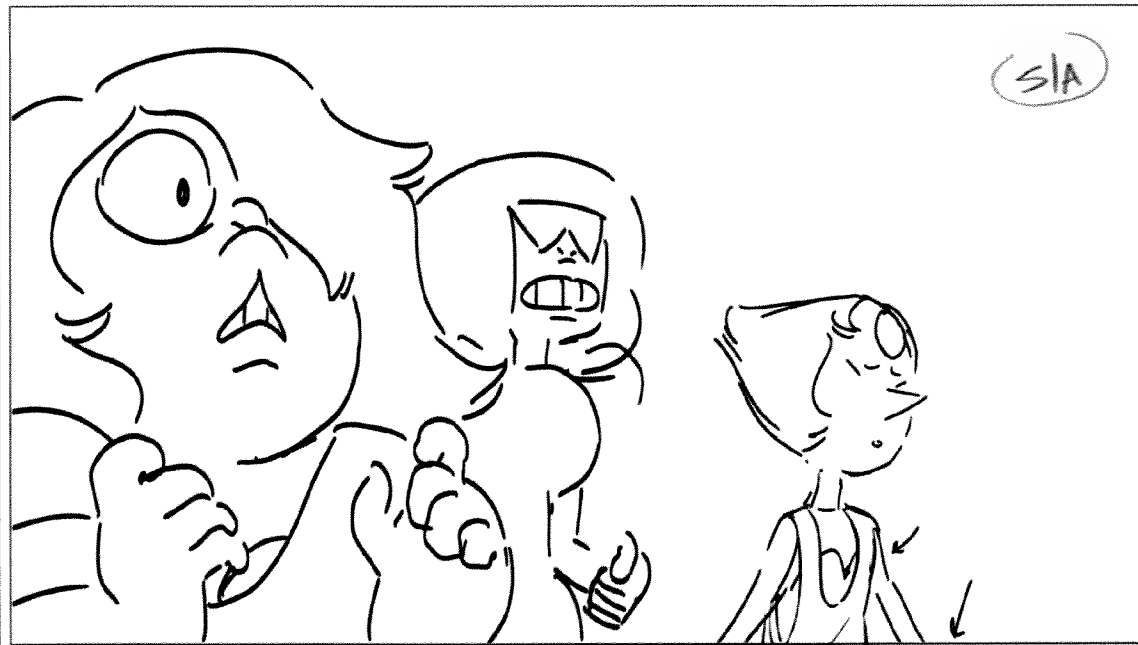
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
178	CONT 7



Dialogue
PEARL: Swee...

Slugging
0.05

Scene	Panel
178	CONT 8



Dialogue
PEARL: ...eet and considerate and...

Slugging
2.03

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1020.014

1020.014

1020.014

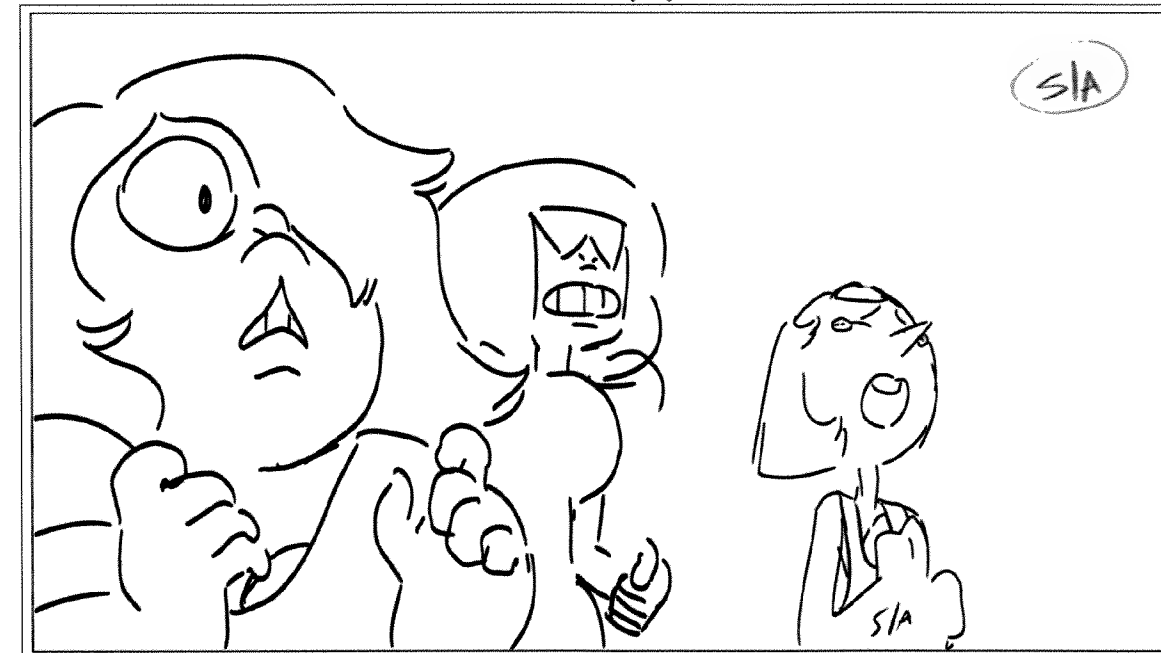
Scene 178 Panel 9



Dialogue
PEARL: ...only occasi...

Slugging
0.14

Scene 178 Panel 10



Dialogue
PEARL: ...onally...

Slugging
0.12

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1020.014

1020.014

1020.014

Scene	Panel
178	11



Dialogue
PEARL: ...obnoxious.

Slugging
1.04

Scene	Panel
179	1



Action Notes
Old Steven.

Slugging
0.04

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1020.014

1020.014

1020.014

Scene	Panel
179	<i>CONT</i>

2



Action Notes

Old Steven morphs back into teenage Steven.

Slugging

0.04

Scene	Panel
179	<i>CONT</i>

3



Dialogue

STEVEN: You really think...

Slugging

2.01

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1020.014

1020.014

1020.014

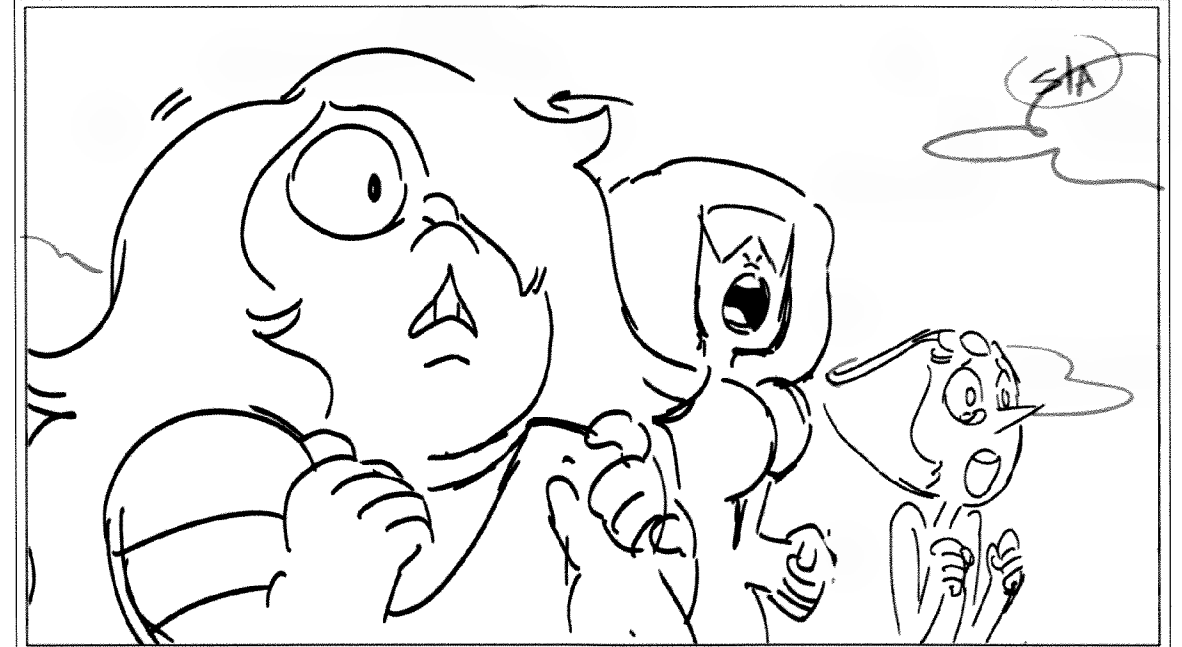
Scene	Panel
179	4



Dialogue
STEVEN: ...I'm all those things?

Slugging
2.04

Scene	Panel
180	1



Dialogue
GARNET: Yes.

Slugging
1.08

JUL 19 2015

Scene	Panel
180	2



Dialogue

AMETHYST: Why else would you throw us all those parties?

Action Notes

Amethyst's gestures with hands up to emphasize dial.

Slugging

3.11

Scene	Panel
181	1



Dialogue

STEVEN: Oh my gosh,

Slugging

2.02

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
181	2

CONT



Dialogue

STEVEN: You're right.

Slugging

1.11

Scene	Panel
182	1



Dialogue

STEVEN: I am...

Slugging

1.03

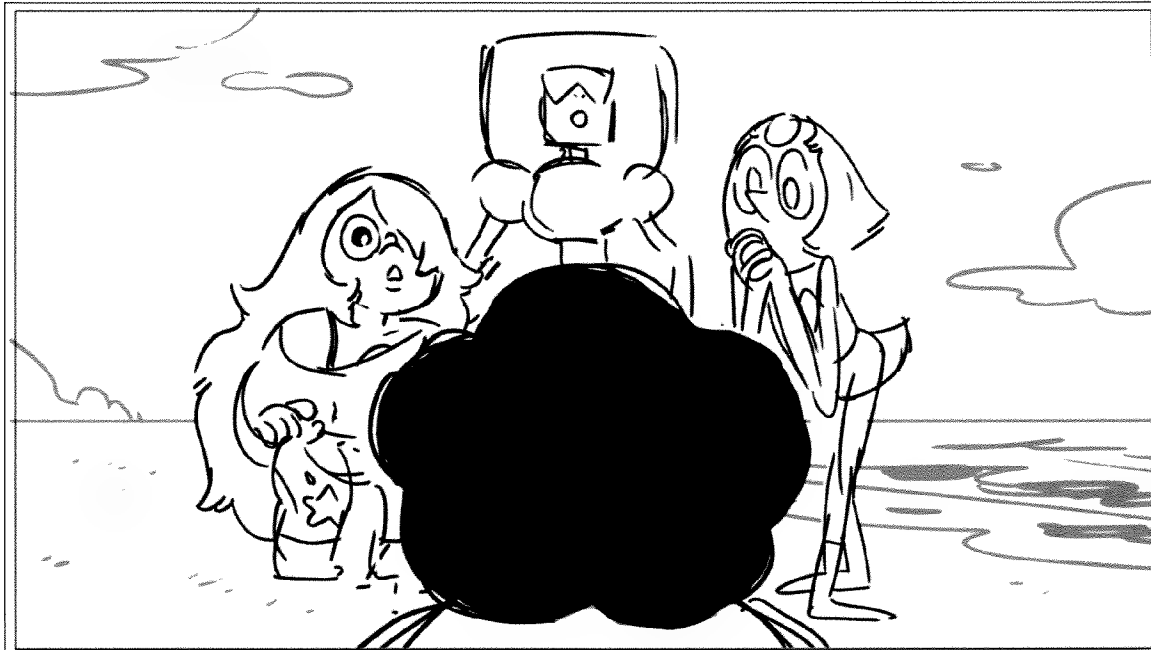
JUL 19 2013

1020.014

1020.014

1020.014

Scene 182 Panel 2



Dialogue

STEVEN: ...pretty...

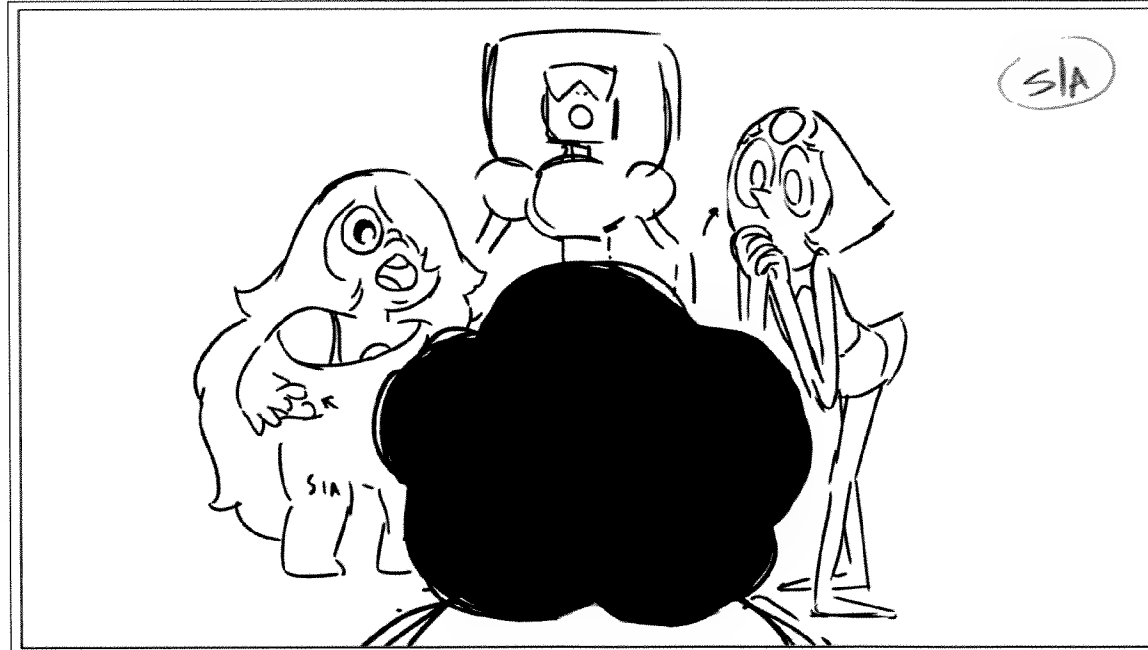
Action Notes

Steven shrinks down to child Steven size.

Slugging

0.15

Scene 182 Panel 3



Dialogue

STEVEN: ...great.

Slugging

2.01

JUL 19 2013

1020.014

1020.014

1020.014



Scene	Panel
183	1



Action Notes
Steven glows brilliantly.

Slugging
1.08

Scene	Panel
183	2



Dialogue
PEARL: Oh...

Action Notes
Amethyst + Pearl IN from screen left.

Slugging
0.11

JUL 19 2013

1020.014

1020.014

Scene	Panel
183	CONT 3



Dialogue
PEARL (Wet Sobs): ...Steven!

Slugging
1.07

Scene	Panel
183	CONT 4



Dialogue
PEARL (Sobs): *laughing* Steven.
Amethyst: *laughing*

Slugging
3.04

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Scene	Panel
183	<i>CONT</i> 5



Action Notes

Garnet's hand IN - on Steven's shoulder.

Slugging

0.07

Scene	Panel
183	<i>CONT</i> 6



Action Notes

Camera ADJ screen right - over to Garnet as she steps towards Steven.

Slugging

ADJ: 0.10

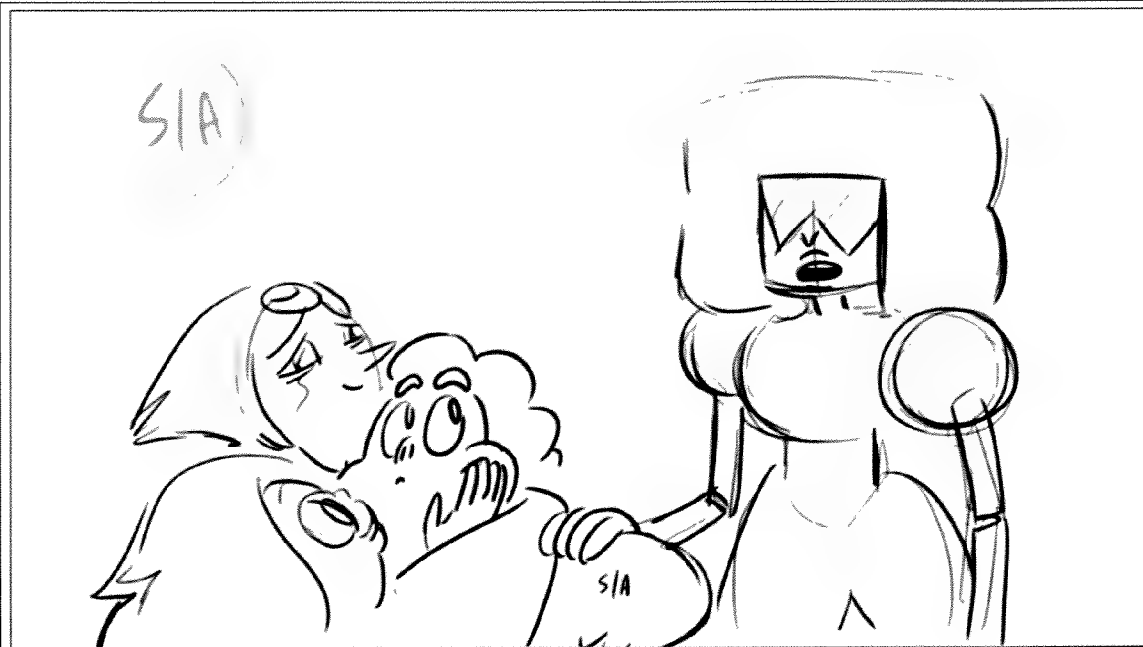
JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
183	CONT 7



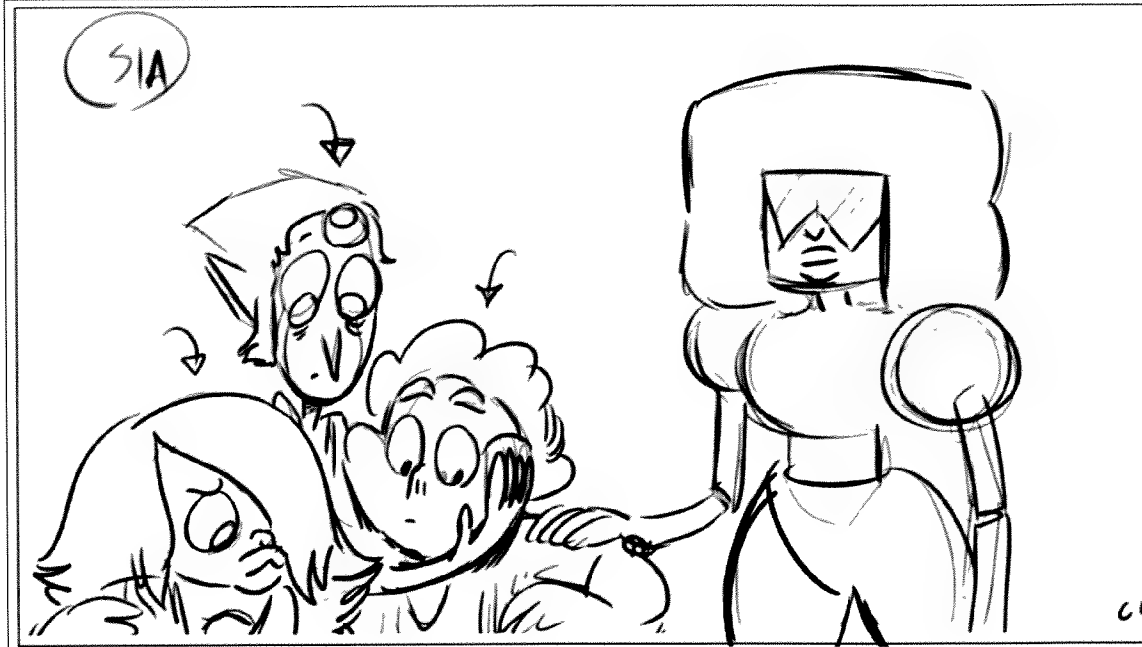
Dialogue

GARNET: We'll work on the rest later.

Slugging

3.06

Scene	Panel
183	CONT 8



Action Notes

Pearl, Amethyst and Steven look down O/S.

Slugging

0.12

JUL 19 2013

1020.014

1020.014

1020.014

Scene	Panel
184	1



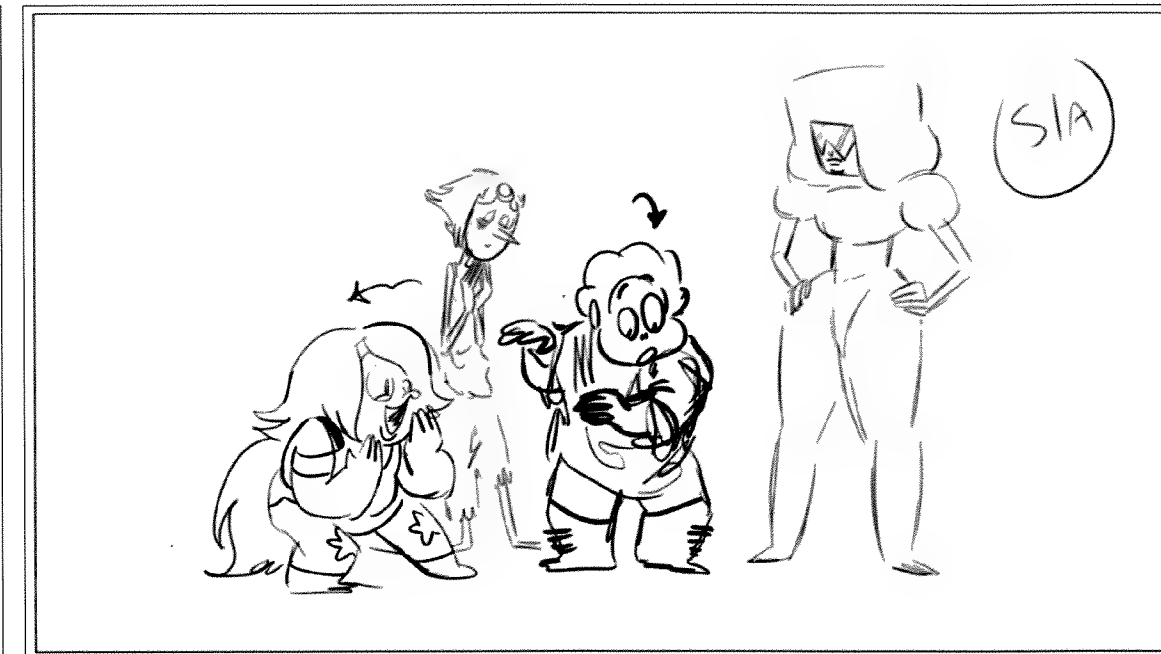
Action Notes

Reveal gems standing around child Steven w/ adult Steven's legs.

Slugging

0.10

Scene	Panel
184	CONT 2



Slugging

0.05

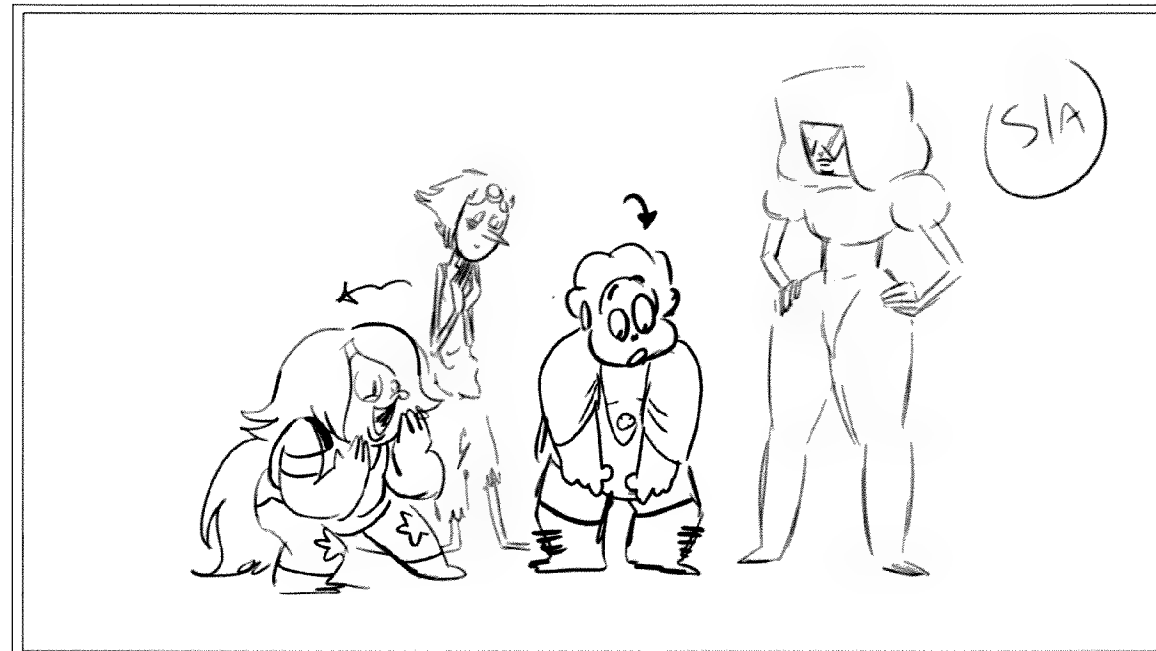
JUL 19 2013

1020.014

1020.014

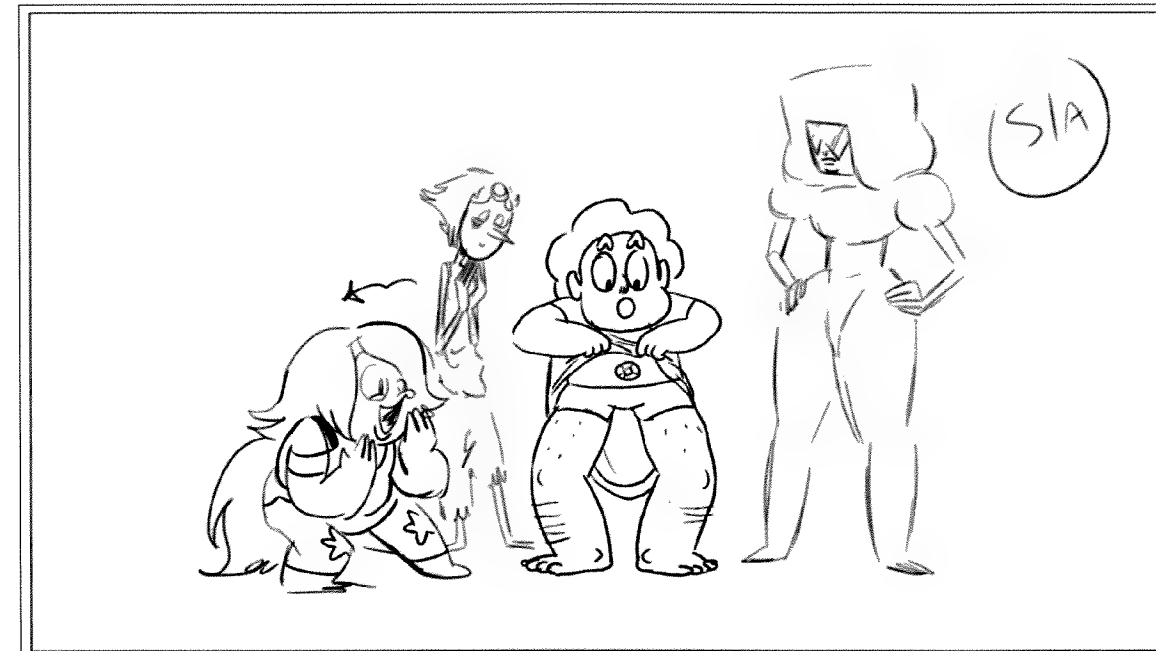
1020.014

Scene	Panel
184	CONT
	3



Slugging
0.04

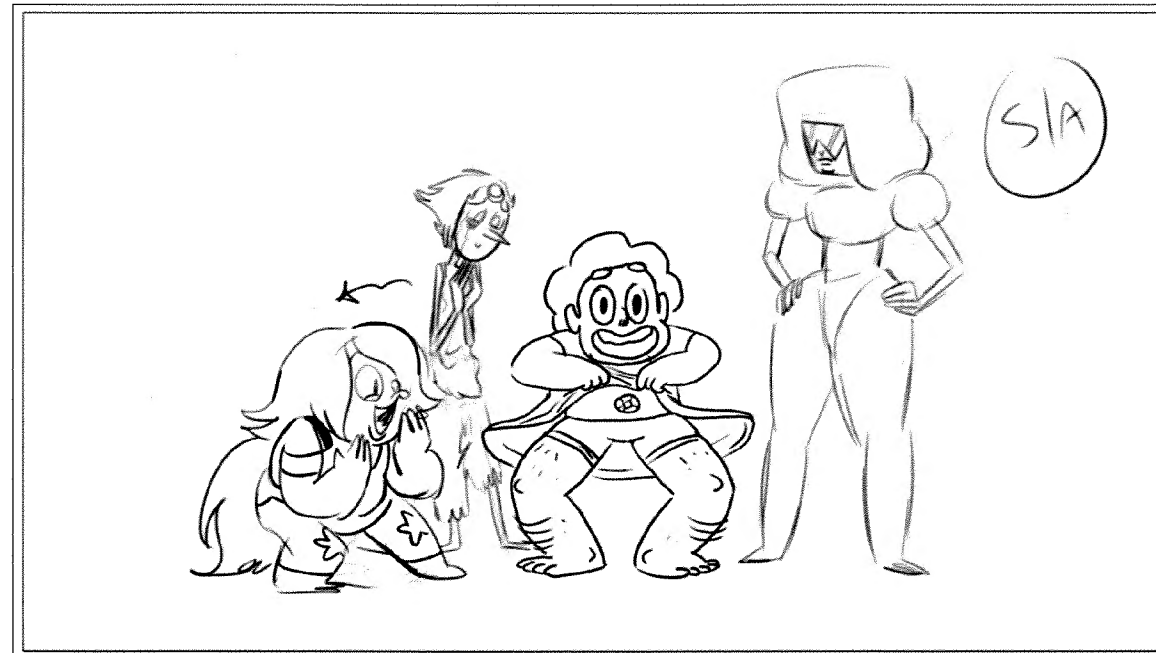
Scene	Panel
184	CONT
	4



Slugging
1.10

JUL 19 2013

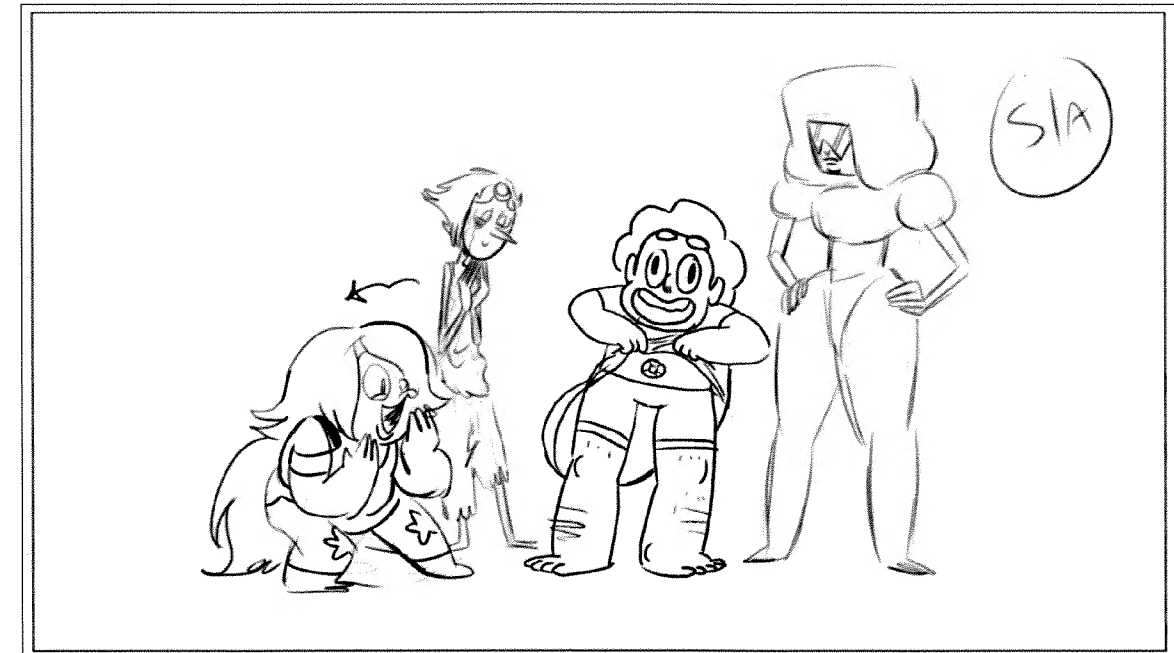
Scene	Panel
184	CONT 5



Dialogue
STEVEN: *Laughing*

Slugging
0.04

Scene	Panel
184	CONT 6



Dialogue
STEVEN: *Laughing*

Slugging
0.04

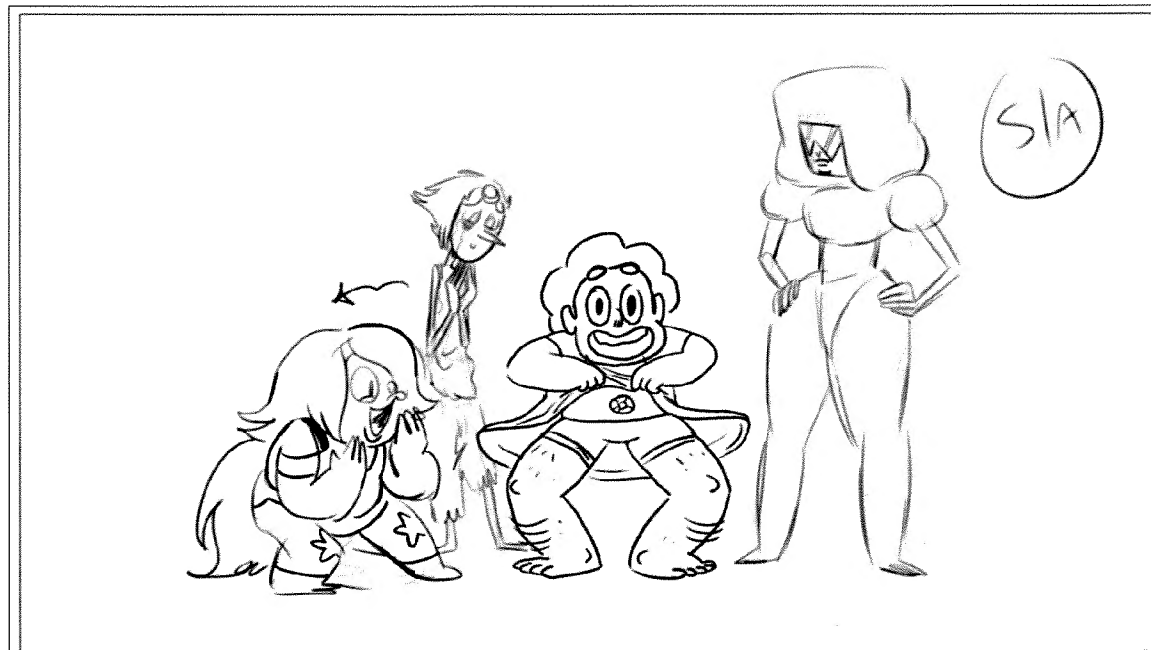
JUL 19 2013

1020.014

1020.014

1020.014

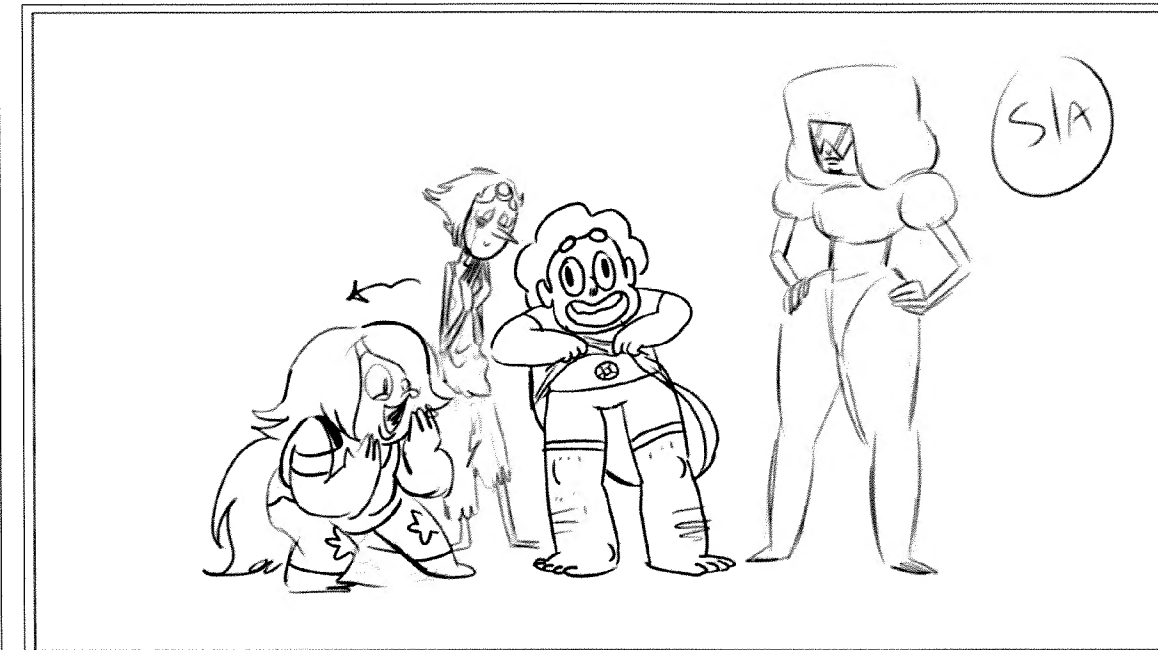
Scene	Panel
184	CONT 7



Dialogue
STEVEN: *Laughing*

Slugging
0.04

Scene	Panel
184	CONT 8



Dialogue
STEVEN: *Laughing*

Slugging
0.05

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1020.014

1020.014

1020.014

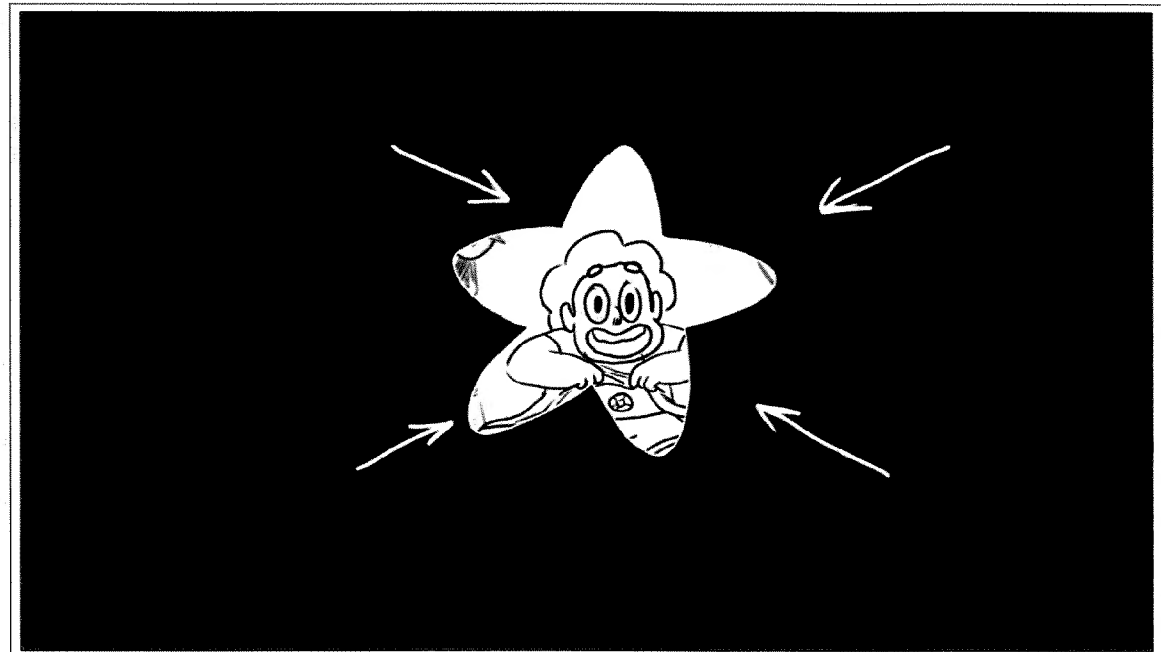
Scene	Panel
184	CONT 9



Dialogue
STEVEN: *Laughing*

Slugging
0.07

Scene	Panel
184	CONT 10



Dialogue
STEVEN: *Laughing*

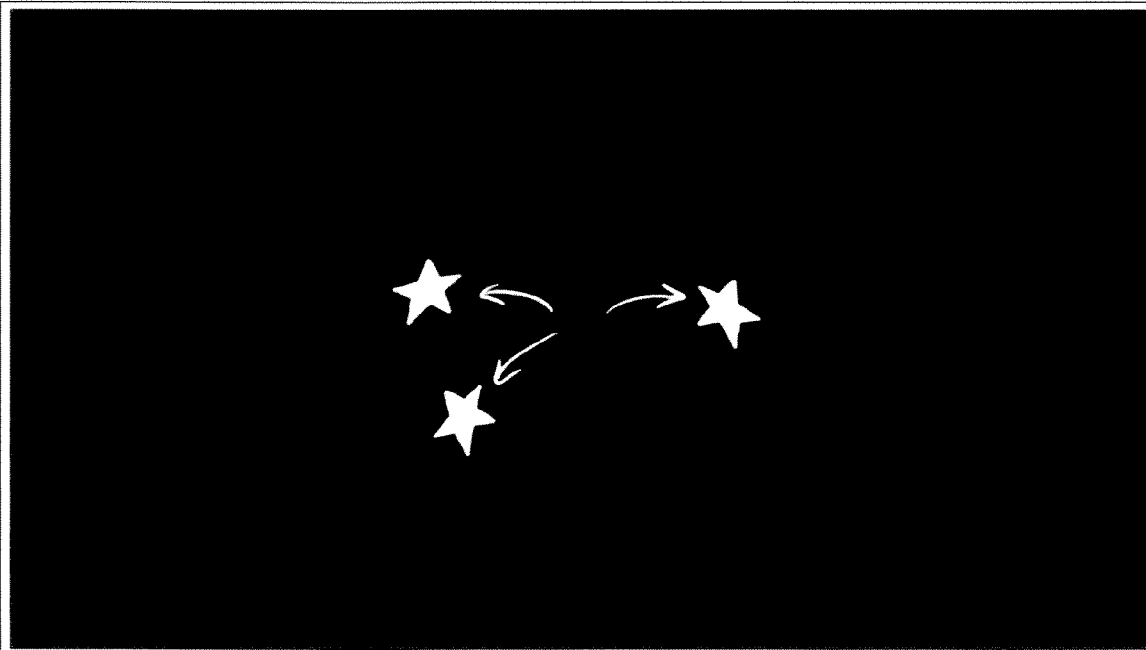
Action Notes
Star iris out

Slugging
1.06

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Scene	Panel
184	<i>cont</i> 11



Slugging
0.11

JUL 19 2013

1020.014

1020.014

1020.014